King of Monster Test Plan

Project Team:

Brooke Engelking: Developer
Lauren Dyson: Developer
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Project Sponsor:

None

I. Introduction

This document's purpose is to record the plan of testing the King Of Tokyo Software and recording the outcome of each test

II. Test Plan

Test ID	Description	Expected Results	Actual Results
1.000	Installing the Software	Software is installed	Success
2.000	Start game	Game is started	Success
4.000	Choose Character	Each player chooses their monster can to represent them in the game	Success
5.000	Rolling Dice		Success
6.000	Healing		Success
7.000	Earning Victory		Success

	Points		
8.000	Earning Energy		Success
9.000			N.A.
10.000			N.A.
11.000			N.A.
12.000			N.A.
13.000			N.A.
14.000			N.A.
15.000			N.A.
16.000			N.A.
17.000	Enter Tokyo as the first to roll a claw	Player who resolves first claw is in Tokyo at the end of their turn	Success
18.000	Attacking all other players if in Tokyo	All players take one damage from attack of player inside Tokyo	Success
19.000	Take Damage from any other player automatically when inside Tokyo	Player inside tokyo takes 1 damage from player outside of Tokyo no matter what if they attack	Success
20.000	Swapping out of Tokyo with another player	Player inside tokyo is now outside, and player outside is now inside with 1 more victory point	Success
21.000	Retreat from Tokyo	Player that was inside Tokyo is outside after being attacked	Success

22.000	Remove Player	Player selected is removed and deleted from the Game	Success
23.000	Winner declared	A player cumulates 20 points first and is declared winner	Success
24.00	Buy Power Card	Power card is added to collection	Unresponsive
25.00	Play Power Card	Power card is played and card effect updates data	Unresponsive

III. Testing Deliverables

Documents that will be delivered after completion of this project
- Test Case Specification
- Test Case Procedure
- Test Log
- Test Summary
  a. Includes any incidents that affected testing
- Test Input and Output data

IV. Environmental Requirements
- A computer capable of running the game
- An IDE to be able to asses bugs in the code, and manipulate inputs
- Access only given to the developers involved with the project
- Version control system

V. Staffing
- All members will be responsible for testing certain aspects of the project
- All members will be using some form of Git or version control, and have an IDE to edit the code and assess bugs or errors
- Brooke Engelking will be testing cases: 24, 25
- Lauren Dyson will be testing cases: 9,10,11,12,13,14,15,16
- Gisselle Mondragon will be testing cases: 2,3,4,23
- Frankie English will be testing cases: 1,17,18,19,20,21,22

VI. Schedule

Assignment	Start Date	Due Date
Creating Test Cases	10/21/2019	10/30/2019
Executing Test Cases	11/14/2019	12/03/19
Finalized Test Cases	11/29/2019	12/03/2019

VII. Risks and Contingencies

Possible risks we could encounter during the testing phase of this project include:
- Inadequate amount of time to properly test all components of project
- Insufficiently documented code
- Equipment failure
- Unmet requirements

Our main plan to mitigate all of the risks mentioned above is to stay on schedule and allot as much time as possible to testing and debugging. This would allow us to test all elements of the project to ensure that the project meets requirements and functions as intended. This approach also minimizes the effects of an equipment failure since we will not be rushing to conclude testing and will be able to encounter a minor setback without delaying the completion of the project.

VIII. Approvals
- Approval from project team required to sign off on test results.

IX. Document Revision History

Version	1.0.0
Name(s)	Brooke, Frankie, Lauren, Gisselle
Date	10/29/19
Change Description	

Version	2.0.0
Name(s)	Brooke, Frankie, Lauren, Gisselle
Date	12/01/19
Change Description	Discarded load game test case