

Project 4 Mobile First person shooter

Test Plan

COP4331, FALL2014, 2014

Modification history:

Version	Date	Who	Comment
V.0.0	9/12/2014	Seiji Uchiyama	Establishment of concept of operations

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SECTION 1: Introduction

- Overall Objective for Software Test Activity:
Test the stability of the connectivity of the game, Stage boundaries, Collision functionality, Object clipping.

Reference Documents:

- [Concept of Operations](#)

- [Project Plan](#)
 - [SRS](#)
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SECTION 2: Description of Test Environment

Testing will be done by the developers.

Initial testing will be performed in engine, secondary testing will be performed in the windows environment, and final testing will be performed in the same environment for which the game will be developed for (IOS).

SECTION 3: Stopping Criteria

- If you find errors during testing: There will be many testers testing the game and a compilation of all the errors found will be submitted to development to be fixed. From there testing will resume again.
- If you find no errors during testing: Test cases will be focused on Collision detection, Connectivity, and Stage limits.
- The project will be good enough to deliver when no connectivity, Collision detection, and Stage limit issues are found through the testing phase and or all errors found have been fixed and no more new errors are found through more testing.

SECTION 4: Description of Individual Test Cases

Describe EACH individual test to be run: (so if you plan to run 20 test cases, you would answer the following questions for each of them. Either a tabular format or a bulleted format is acceptable.)

- Test Objective: Connectivity Testing
 - Test Description: Testing the amount of users that can play in one session at a time.
 - Test Conditions: Testing will be done in an IOS environment.
 - Expected Results: Smooth play with minimum delay.
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- Test Objective: Collision Detection testing
 - Test Description: Check character and object collision detection to check for character/object, character/character overlapping when in close proximity of one another.
 - Test Conditions: Initial testing will be done In engine, Secondary in a windows environment, and final testing will be done in an IOS environment.
 - Expected Results: Smooth navigation of the stages between users and users and users and objects.

- Test Objective: Stage limit testing
- Test Description: Check that areas of the stage that are off limits are not accessible by users during play.
- Test Conditions: Initial testing will be done In engine, Secondary in a windows environment, and final testing will be done in an IOS environment.
- Expected Results: Clear defined boundaries in the stages.

Concept of operations created by S. Uchiyama (seiji.uchiyama@knights.ucf.edu) on September 13, 2014.