

## Project 4 Mobile device first person shooter

### Test Results

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Modification history:

Version	Date	Who	Comment
v1.0	11/22/14	Zachary Duckett	Establishment of and extension of Test Plan

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### Contents of this Document

Introduction:

Description of Test Environment

Overall Stopping Criteria

Description of Individual Test Cases

Conclusions

### SECTION 1: Introduction

- Overall Objective for Software Test Activity:

Test the stability of the connectivity of the game, Stage boundaries, Collision functionality, Object clipping.

## 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 – **Testing was successful, users could easily connect to the host.**
- Test Description: Testing the amount of users that can play in one session at a time.
- Test Conditions: Testing will be done in an emulated IOS environment.-**Testing was Successful, controls were transferred to be iOS friendly and a more simple rendering software was used to make it run smoothly.**
- Expected Results: Smooth play with minimum delay. - **Testing was successful, players could quickly join games and start playing.**

- Test Objective: Collision Detection testing- **Testing was successful, players properly collided with objects.**
  - Test Description: Check character and object collision detection to check for character/object, character/character overlapping when in close proximity of one another.-**Testing was successful, players were properly recognizing being shot, running into other players, and did not overlap.**
  - Test Conditions: Initial testing will be done in engine, Secondary in a windows environment, and final testing will be done in an IOS emulated environment.-**Testing was successful, all collision detection still worked in the emulated iOS environment.**
  - Expected Results: Smooth navigation of the stages between users and users and users and objects.-**Testing was successful, all stages were modified to remove collision issues.**
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- Test Objective: Stage limit testing-**Testing was successful, players who found a way off of the map were properly killed and spawned inside the map.**
  - Test Description: Check that areas of the stage that are off limits are not accessible by users during play.-**Testing successful, addition of the black hole gun allowed players to climb up objects not originally intended, but we have decided to keep this feature.**
  - Expected Results: Clear defined boundaries in the stages.-**Testing successful, stage ends are very easy to identify.**
  - Test Conditions: Initial testing will be done in engine, Secondary in a windows environment, and final testing will be done in an emulated IOS environment.-**Testing successful, all conditions were still met inside the emulated iOS device.**
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- Test Objective: Weapon balancing-**Unsuccessful, one weapon was much stronger than the other two.**
  - Test Description: Check that all weapons are on an even level of strengths-**Unsuccessful, one weapon was much stronger than the other two.**
  - Test Conditions: Testing will be done in an emulated IOS environment.-**Testing successful,**

**although one weapon was overpowered the results did not change after being transferred to the emulated iOS environment.**

- **Expected Results: Weapons will be balanced, no unfair overpowered weapons – Unsuccessful, one weapon was much stronger than the other two.**

## SECTION 5: Conclusions

All original tests were successful on both the developer platform and in the iOS environment. However, additional testing to check for balance between weapons was unsuccessful due to one weapon being much stronger than intended and will be tuned down to match the other two.