

SOFTWARE TEST DOCUMENT

for Macera Tüneli

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TABLE OF CONTENTS

1. OVERVIEW

1.1 DOCUMENT IDENTIFIER -----3
1.2 PURPOSE-----3
1.3 SCOPE-----3
1.4. REFERENCES -----3

2. TEST CASES

2.1 ENVIROMENTAL NEEDS -----4
2.2 TEST CASES -----4
2.2.1 ADDING CHARACTERS -----4
2.2.2 ADDING OBJECTS -----4
2.2.3 CHANGING ENVIRONMENT-----5
2.2.4 TAKING PICTURES-----5
2.2.5 RECORDING GAME PROCESS-----6
2.2.6 UPLOADING GAME -----6

1. OVERVIEW

1.1 Document Identifier

This document is the first version of the product.

Intended audience will be Onur Tolga Şehitoğlu, Buğra Özkan and the users of the project.

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1.2 Purpose

The purpose of this document is to explain the design of the testing process and the results. By using information from IEEE 829-2008 this document will provide a direct approach to the testing of this project hence reducing feature creep and pointedly determine the quality of the design.

1.3 Scope

This document gives a detailed description of the testing phases of Macera Tüneli. It also includes the objective, input and outcomes of the tests. This document gives a clear understanding of how our game will be tested.

1.4. References

IEEE. IEEE Std. 829-2008 IEEE Standard for Software and System Test Documentation.

IEEE Computer Society, 1998.

2. TEST CASES

2.1 Enviromental Needs

Environmental needs for all test cases are the same. A PC with internet connection and a device which is supported by Android Platform.

2.2 Test Cases

2.2.1 Adding Characters

Test Case ID : Adding a character

Objective: Adding a character from character window into the game.

Input : Click on the "Character" button and select an item (character) from different options.

Outcome : Selected item will appear on the screen and will be added to the scenario.

Special Requirements : The user needs to choose an environment first and in the environment, he may add an item.

Result : PASSED

2.2.2 Adding Objects

Test Case ID : Adding an object.

Objective: Adding an object (such as an animal or a device) from object window into the game.

Input : Click on the "Object" button and select an object from different options.

Outcome : Selected object will appear on the screen and will be added to the scenario.

Special Requirements : The user needs to choose an environment first and in the environment, he may add an object.

Result : PASSED

2.2.3 Changing Environment

Test Case ID : Changing Environment

Objective: Changing environment while playing the game.

Input : Click on the “Environment” button and select a different environment other than the one in which the game is being played to change the environment.

Outcome : The user will continue creating his scenario in the new, selected environment.

Special Requirements : The user needs to choose an environment at the beginning of the game and then, he may change it again.

Result : PASSED

2.2.4 Taking Pictures

Test Case ID : Taking pictures

Objective: Taking a picture of the user and adding him into the game as a new character.

Input : Click on the “Camera” button and take a picture.

Outcome : Taken picture will be cropped into an oval shape and will appear on the screen as a head of a new character.

Special Requirements : The user needs to choose an environment first and in the environment. While playing, he may take a picture and add himself into the game.

Result : PASSED

2.2.5 Recording Game Process

Test Case ID : Recording game.

Objective: Recording whole process of the game as a video.

Input : Click on the “Record” button and start recording process.

Outcome : Whole game process will be recorded and will be saved into a specified folder on the device.

Special Requirements : The user needs to click “Save” button and start recording process.

Result : PASSED

2.2.6 Uploading Game

Test Case ID : Uploading game

Objective: Uploading the saved game process onto a server.

Input : At the beginnig of the game, from main screen, “Folder” button will be clicked and a list of game records will be seen. Desired game record will be selected.

Outcome : Selected game record will be uploaded onto a server.

Special Requirements : The user needs to select and upload desired records of previous games or he may uploadthe record of the game being played after the game.

Result : PASSED