***Team A – Tank Wars***

***Preliminary Test Plan Report***

***September 26, 2014***

***John Aromando***

***Mike Bunger***

***Leah Austin***

***Jason Rivera***

***Preliminary Test Overview***

This report details the top six priority bugs/enhancements from our prior report, the goals for each, and the testing plan associated with them. The prioritized list has been summarized for convenience, and the goals have been elaborated upon. The team has created a general approach for testing, along with some specific testing approaches for each issue. Finally, we have included our plan moving forward, concerning the future testing practices we plan on maintaining.

***Key Behaviors and Characteristics of Implemented Bugs***

**Tank moving off screen:** Once there is a winner and the tank starts to move on its own, the user will have the option to restart and keep the tank on screen or have a way to retrieve the tank should one of them go off screen.

**Power on restart:** When the game restarts, the tanks weapons will become as effective as the first round.

**Space Bar:** When the user presses on the space bar in a restarted game, the tank should be able to fire like it did in previous rounds.

**Missed turns:** No player will have their turned skipped. It will not switch to the other players turn unless the first player does an action.

**Frozen game:** The game will not freeze upon restarting. The user will be able to play multiple rounds without having to exit the game and start it up again.

***Tests to show Key Behaviors and Characteristics of Implemented Bugs***

**Tank moving off screen:** The team will find out the pixel size of the entire screen and create a test to read the coordinates of the tank and restart multiple times and stays under the right coordinates of the pixels, then it is successful.

**Power on restart:** The team will go through numerous trials of restarting the game and firing at the other tank to see if weapons are effective. If the tank is able to damage the other tank throughout the trials, then it is successful.

**Space bar:** The team will put in a print statement that once the space bar is pressed, it will notify that the space bar is being read and the function of the space bar is still effective. The team will go through 100 trials to make sure it is effective.

**Missed Turns:** The team will implement a text that states “The turn has ended.” once a missile has been fired and made contact.

**Frozen Game:** Since it is a rare occurrence, the team will constantly be restarting the game to see if the game freezes. It will be approximately 100 trials and if the game does not freeze throughout the trials then it is successful.

***Key Behaviors and Characteristics of Implemented Enhancements***

**Document Code:** The team will be documenting the code to make a clear understanding of every function of the code.

***Tests to show Key Behaviors and Characteristics of Implemented Bugs***

**Document Code:** The team will come up with standards for documenting the code that each member will follow.

***Plan Moving Forward***

 The team’s plan for the future is to first come up with a rubric for documenting the code. This way all comments are easily understood by all members. Next, the team will be working out each member’s schedules and solidifying the ways of communication. Once this is taken care of, the team can set up the code repository and make it ready for use. Finally, the team will begin to work on implementing these bug fixtures and code enhancements. When these issues have addressed, more implementations may be considered to be added to the code.