

SG420 Game Software Testing and Debugging

Key Graded Assignment #3: Game Test Plan

This assignment supports the following course outcomes:

- Describe the various types of test plans and the benefits associated with them.
- Create a test plan from a template.
- Endorse thoroughness and accuracy in documentation of plans, tests and bug reports.

Assignment Overview

The Test Plan defines the strategies, methods, and tools that will be used to test the game and what costs and commitments will be required to implement the testing.

In this assignment, you will research various types of test plans and describe how each is typically used. Choose an appropriate test plan template and create a test plan using that template. Limit the scope of your test plan to a particular test phase and fill in the test plan template accurately and thoroughly. This plan should be written for an existing game of your choice.

Deliverables

Upon completion of this project, you will submit to your instructor the following documents (see content grading rubric for specific details):

- Written report on test plans
- Completed test plan template

Grading

The following grading rubrics will be used to evaluate your assignment. Your instructor will provide you with these rubrics along with this assignment handout.

- Content Grading Rubric – 90% of assignment grade
- Written Report Grading Rubric – 10% of assignment grade

Resources

- Library and internet resources
- Textbook