

# **Assignment for teams in Australia and Brazil**

## **Distributed and Outsourced Software Engineering**

### **Assignment 3 (Reqs): Test Plan**

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**Deadline: November 7<sup>th</sup> - 5 pm (Zurich time)**

#### **1. Development of an Acceptance Test Plan**

In this final task, you must develop a test plan that can be used by end-user of your game to perform an acceptance test.

An acceptance test is performed in order to determine if the software satisfies its requirements. The tests should instruct the tester which operations need to be performed in order to test specific requirements and functionalities. For example, *one test* might describe (i) how to create a network game, (ii) let other users join and then (iii) start the game.

Use the following template to develop the test plan:

[https://github.com/DOSE-ETH/dose2013/tree/master/templates/template\\_test\\_plan.docx](https://github.com/DOSE-ETH/dose2013/tree/master/templates/template_test_plan.docx)

Submit your test plan to the repository folder at:

<https://github.com/DOSE-ETH/dose2013/tree/master/testplans>

and name the file: "test\_plan\_group\_n" where n is your group number.

The submission deadline is November 7<sup>th</sup>.