

# Werewolf Quality Assurance Plan

## Success Criteria(Requirements) Verified by Tests and QA:

1. UX
  - a. User is given relevant information on their role
2. Main Technical requirements
  - a. Host Page provides game code and has session with Databases
  - b. Player page allows correct number of players to join game with their specific roles
  - c. This application functions as a web app with size change per device
  - d. Back end stores game session, player table with assigned roles, and any relevant player data
3. Multiplayer
  - a. Players are able to play in the same place with their devices with no physical cards
  - b. Each role's functionality works as expected
4. Game Effects
  - a. Narrator runs game as expected
  - b. Roles and Events have proper SFX
5. Custom Game Features
  - a. Games have adjustable player count
  - b. Custom Roles are added correctly
  - c. Other mods work as expected

## Testing Plan:

### Integration Tests:

Write Integration Tests that run multiple times a week as features are merged into the develop branch. Regression testing will be done as new features are added into development to find any new bugs.

### Unit Tests:

Write Unit tests that test features individually before being merged into develop.

### Manual/Automated UI Tests:

In combination with manual testing, write automated tests for the UI using Selenium to ensure UX requirements are met. These tests will be run as features are added and will be run in combination with Integration tests.

### Acceptance Tests:

Before merging the develop branch into main for demos, we will conduct Acceptance tests that ensure all requirements of the demo are met.

(Discuss at meeting)

Other things to consider for test and QA plan:

- Code reviews?
- Any relevant metrics?