



# Cambridge TECHNICALS in IT



## Unit 10: Developing Computer Games

LO 4: Be able to test and document computer games.



# Test Plan



- Check all parts are included from spec

Test Num.	Test Description	Expected Results	Pass?	Recommended Changes
1	Enter 10 players into txtPlayer	Error message informing player too many players have been entered.	✓	N/A
2				
3				
4				



# Documentation



- The two main types of documentation you will be looking at are:
  - User
    - Game installation
    - Game purpose
    - Game operation
    - Frequently asked questions
  - Technical
    - An overview of the functionality of the program
    - Data Dictionary
    - Annotated program code
    - User interface methods





# L04 Portfolio Evidence



## ✓ (P5) Testing and Debugging

- Create and complete a test table to fully test the functionality of your game
- Ensure additional tests are included which relate to the initial specification created
- Show evidence of debugging any errors found during testing

## ✓ (P6) User Documentation

- Create a User Guide for your game

## ✓ (P7) Technical Documentation

- Create a Technical manual for your game







# L04 Portfolio Evidence Continued



## ✓ (M3 & D2) User Feedback

- Create a questionnaire and use this to collect user feedback on your game
- Summarise the results of the feedback and use this to suggest improvements
- (D2) Incorporate the suggested improvements into the final game and show before and after screenshots as evidence.

