

The Pixel wIZARD

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# Introduction

The game is a 2D side scrolling platformer. The player has control over specific character. The character will battle and journey through levels. The game will begin with a splash screen for the main menu with various options to choose from such as play, setting, load game, delete game and exit game. When playing the game, the character uses magic to defeat the enemies encountered. When the game is paused a popup, screen comes up allowing the user to save the game, go to settings or exit the game. The user can move forward, move backwards ,jump , crouch, attack, and pause/resume.

# 2.0 Objectives and Tasks

## 2.1 Objectives

The objective of the game is for the player is to be able to move and shoot at ongoing enemies and transverse through the different level. The game must get significantly harder as the player progresses to challenge the players skills. They should be able to gain powerups and health toe ensure gameplay can run if possible, without major difficulty. Functionality like this are important for a successful game

Functionality is not the only thing that needs to be focused the overall aesthetic and how the game looks plays a key factor. The game is a side scrolling platformer. We must be insured that the background will move on progression with the game, in the sample level it shows the platforms where the user may jump up onto to get away from enemies tests need to be done to ensure these work how they should.

The splash screens need to work accurately as they are the first things seen by the player e.g. the main menu. It is all good if the game works but if the user cannot play the game it is a major fault and hit to everyone. Our form of communication with one another will be Microsoft teams’ meetings will be held once a week to ask about test progression and bugs discovered so far in testing. Our records of discovered bugs will be recorded on an excel spreadsheet with the area tested instructions done to test it and what we received or did not receive.

## 2.2 Tasks

The product will be tested bit by bit to ensure complete functionality and harmony among all components. The discovery of bugs and errors affecting other components will be recorded in our excel spreadsheet where the developer will be able to see the area tested, the error and what we discovered. Post testing all this information gathered will be given to the developing team to make these changes to the product.

# Scope

## General

We will be testing all functionality of the product in small increments. Functionality such as player movement, player health, player powerups, enemy movement, enemy spawning, boss movement, boss spawning, background and platform interactions, the splash screen functionality which allow the player to play, save and delete the game.

## Tactics

I will first divide the features evenly among the team members for a fair and even workload. Issues that would arise will be noted and delivered to the appropriate people to resolve the issues. The issues will hopefully be resolved as soon as possible so that testing time is not set back. With the meeting that will happen once a week to give a progress update will enlighten us to the schedule changes needed for a more efficient testing period for those who may finish there allocated list will reassigned temporarily to another group where progress is slow.

# Testing Strategy

By breaking down the features evenly we allow for greater specification of testing testers will be able to focus on their part and give a more accurate test and discover the hidden bugs and errors that may be hiding in the code.

Featured that would be grouped together would be a grouping of player features where a group of testers will test all the player functionality in a variety of ways like that when the player jumps the drop down is a drop and not a float down other examples would be that the player remains on the ground and doesn’t fall through this would be testing the colliders that would be on the player so it can interact with other came components. We would test the health function again making sure the colliders work when the player is hit it will trigger the necessary code and output that the player has lost a life. These sort of player features will be grouped together and tested

Another group will take all functionality related to the enemies and bosses as they would have similar attributes to harm the player they would be grouped together. We would test how they interact with the platform and that their movement I works accurately. We would also test that they spawn at correct moments.

We would then use integration testing when all units have been tested to see how they all interact one another because the player may not be able to kill the enemy and boss but the boss and enemy may be able to kill the player.

Tests will be run on the overall game to test its behaviour under different system environment. Seeing it in a different environment would give a better insight of its requirements for most enjoyable gameplay.

We would test to make sure they spawn correctly and not all at once and that there isn’t an unbeatable amount for the player this would be tested using beta testing where it would be tested with people with no knowledge of the game and see how they find the difficulty and is it a reasonable challenge and not something they cannot beat.

## 4.1 Unit Testing

## Definition:

## Participants:

## Methodology:

## 4.2 System and Integration Testing

## Definition:

## Participants:

## Methodology:

## 4.3 Performance and Stress Testing

## Definition:

## Participants:

## Methodology:

## 4.4 User Acceptance Testing

## Definition:

## Participants:

## Methodology:

## 4.5 Batch Testing

## Definition:

## Participants:

## Methodology:

## 4.6 Automated Regression Testing

## Definition:

## Participants:

## Methodology:

## 4.7 Beta Testing

## Definition:

## Participants:

## Methodology:

# 5.0 Test Schedule

# 6.0 Control Procedures

# 7.0 Features to Be Tested

# 8.0 Features Not to Be Tested

# 9.0 Resources/Roles & Responsibilities

# 10.0 Schedules

# 11.0 Risks/Assumptions

# 12.0 Tools