

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

Objectives would be that the user can interact with the game that all functionality is consistent and works. The user should be able to the character and that all splash screens work.We will use excel to map out our test plans and instructions on testing. We will use Microsoft teams as our form of communication among team members.

## 2.2 Tasks

# 3.0 Scope

# 4.0 Testing Strategy

## 4.1 Unit Testing

## 4.2 System and Integration Testing

## 4.3 Performance and Stress Testing

## 4.4 User Acceptance Testing

## 4.5 Batch Testing

## 4.6 Automated Regression Testing

## 4.7 Beta Testing

# 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