



Pixel Wizard Test Plan

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1 Introduction

This game will be a 2D side-scrolling platformer, inspired by the likes of ‘**Salt and Sanctuary**’, ‘**Shovel Knight**’, and ‘**Fancy Pants**’, with elements from ‘**Skyrim**’ (mainly in the way the player character and enemy characters attack). The artwork will be inspired mainly by Shovel Knight, which uses mainly pixel art to create its characters and world.

The gameplay will be inspired by ‘**Salt and Sanctuary**’ and ‘**Dark Souls**’ and ‘**Skyrim**’, which will see the player navigate progressively difficult levels with a wizard type character that uses magic a lá ‘**Skyrim**’.

Each level will have several enemies that the player must defeat to progress. Each level will also have a boss that the player must defeat to progress to the next level. Each level will contain pickups for the player, such as health pickups to replenish the player’s health.

Game Characteristics

As this will be a platformer, this game will:

- Allow the player to control a specific character, that has an important fictional/narrative role.
- Have game statistics and/or relational attributes with other game objects, enemies, and/or the player character.
- Allow the player to take on and navigate the levels using an easy-to-use user interface.
- Have obstacles that the player must overcome, such as enemies and bosses.

2 Objectives and Tasks

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2.2 Tasks

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