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

2.1 Objectives

The Objectives include:

- Verify that the functionality of "Pixel Wizard" works in the same way as outlined in the specifications.
- Using industry standard testing techniques to look for major and minor defects in the game.
- Ensure that if major defects are found they are reported and fixed before full-release of the game.

2.2 Tasks

1. Menu Testing
2. Gameplay Testing
3. Combat Testing
4. Game Exploitation
5. Item usage and collection

3 Scope

3.1 General

3.2 Tactics

4 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

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