GMIT

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.
- Communication between the various testing teams through Microsoft teams meetings in the mornings on what tasks are to be done, as well as convey the completed tasks to each team.
- Track issues and progress on known defects through GitHub.

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

Using the above objectives and tasks, the scope of testing will cover the major features and most minor features of the game. Each feature tested will have a priority the most crucial ones being tested most extensively to ensure a high quality product. One of such features includes ”Gameplay” as it is a vital feature.
Minor feature testing would include things along the lines of typos in quests and so on, as they are not game breaking and can therefore be fixed at a later stage.

3.2 Tactics

- Assign teams to certain features of the game to be tested.
- Morning meeting with all teams to go over previous days and current days workload.
- Meeting between each individual group to go over each persons task.
- Search for defects.
- Create an issue if a defect is found so it can be fixed.

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

4.7 Beta Testing

5 Test Schedule

6 Control Procedures

7 Features to be tested

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