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# INTRODUCTION

This is the software testing plan for the game Pixel Wizard. It is a 2d shooter game with the combat style of Skyrim. The game will have multiple levels where you must kill enemy to advance.

# OBJECTIVES AND TASKS

## Objectives

The objective of the test is to Make sure there are no critical bugs in pixel wizard. The test will identify the bugs that will have to be fix also let us know what function are working by themselves using unit testing and we can see if they work altogether using integration testing

## Tasks

# SCOPE

The item that will be test would be front end, In-Game menus, Control Mechanisms and the game.

It will all be acceptance tested to make sure everything works before and there are no critical bugs to be found before we move on to Unit Testing, System and Integration Testing, Performance and Stress Testing, User Acceptance Testing, Batch Testing, Automated Regression Testing and Beta Testing

John Smith will do front End,

Mary Loo will do In-Games menus

Daniel Lee will do Control Mechanism

And Éoghan Muldoon will do the gameplay

This should last a week minimal.

# Testing Strategy

The following testing strategy should provide for a good why to find most of the bugs in the game before we release it. If we fall behind on one part of a certain test, we have extra time a lot at the end so we can push plans back. Hopefully that won’t happen

## 4.1 Unit Testing

Unit testing is done to test induvial parts of the software. It be done by hand at first. Will automate when to make sure it will pass for all possibilities.

It will be done once all the critical bugs are found.

It will be done by Mary Loo, John Smith, Daniel Lee and Éoghan Muldoon.

We are hoping to get it done by three weeks. Near the start of the third week John Smith will start Integration testing.

## 4.2 System and Integration Testing

Integration testing is to check it unit will work together properly.

It will start with the within the last week of unit testing by John Smith.

Jack Jones will be working on this as well

It should last two weeks.

## 4.3 Performance and Stress Testing

Performance and Stress testing is importance to make sure there is no there are no memory leaks and the game can handle the under Extreme and unfavourable conditions.

It will start at the end of Integration testing.

It will be done by Éoghan Muldoon and should last one week

## 4.4 User Acceptance Testing

The User Acceptance Testing is done by end users (who be using the software) to make sure all the requirements are meet by the developer and it works the way they like. It will be compared to the software initial requirement.

It will be done when integration test is finished and overlooked by Mary Loo lasting One week.

## 4.5 Batch Testing

Batch Testing is a group of tests executing one at a time and run on and difference systems.

It will be done when integration test is finished and overlooked by Daniel Lee lasting One week.

## 4.6 Automated Regression Testing

Regression testing is when a component gets change you can test it with multiple times without input from a user.

It will be done when integration test is finished and overlooked by John Smith lasting One week.

## 4.7 Beta Testing

Beta testing is when the project is as good as done but there still could be bugs so you have user test it out and have them report the bugs they found.

This should last one week provide that there is no major bugs.

# Test Schedule

Week 1-2: find critital bugs

Week 2-5: Unit Testing

Week 5-7: Integration Testing

Week 7-8:Performance and Stress Testing , User Acceptance Testing, Batch Testing and Automated Regression Testing.

Week 8-9: Beta Test

Week 9-11: Spare

# Control Procedures

It the the testing go out of the schedule time we have two extra weeks to push out to.

If the two weeks are not enough we can give more people on a certain job that certainly have a job. We could also do night time shifts.

# Features to Be Tested

The thing that need to be test is as fellow

Main Menu, The controls , setting , pause and Exit game.

# Features Not to Be Tested

The Thing that doesn’t have to be test is the load and delete game function as we got it of the from a well know library.

# Resources/Roles & Responsibilities

John Smith: unit testing , Integration testing and Automated Regression Testing.

Mary Loo: unit testing and User accept test

Daniel Lee: Unit testing, Batch test

Jack Jones: Integration testing

 Éoghan Muldoon: Unit Testing, performace and stress testing.

# Risks/Assumptions

The main rish is going behind schules but the that should be a problem because there is a two weeks reserved to make sure we don’t be delayed.