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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

## 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

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# 11.0 Risks/Assumptions

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