**Slyggdrasil Technical and End-User Testing**

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**Technical test plan**

The test cases will be presented in a spreadsheet, each will be designed around testing a function of the game right the way from the main menu screen up to the finishing leader board that transitions back into the game loop. The spreadsheet is linked with this document’s submission and has a total of 72 test cases.

**End-User Testing explanation**

End-User Testing will be done using a public alpha trial along with a questionnaire. Throughout my planning and design, I have been giving small hints to a discord server about the game I’m making and already have 3 people hyped for it’s release. I plan to use that audience to press through the end-user testing while keeping the results unbiased. The survey sheet that will be used is linked along with this document’s submission.