Test Plan

Software Testing

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**Introduction**

Test plan documents the strategy that will be used to verify and ensure that the product meets its design specifications and other requirements. This document contains guidelines and direction that will assist designated staff and personnel involved in testing in completing their task.

The product that will be tested is a 2D left to right side scrolling platform game, like Nintendo’s Super Mario Brothers and Sega’s Bomber games.

The levels and characters will be made primarily using Aseprite which allows you to create 2D sprites and animations. The main character that the player will control will be a wizard who you guide from one level to the next while using your magic potions to defeat the enemy. As the wizard makes his way through the level, he can collect various pickups, such as health, which can be used to boost his health back to 100%. At the end of each level the wizard will need to defeat an enemy or a boss to progress.

The game will feature game statistics, such as highest score or best time, enemies that will increase in difficultly as you progress through the levels and have various other obstacles that the player must defeat.

**Objectives and Tasks**

**Objectives**

**Tasks**

**Scope**

**Testing Strategy**