Introduction

For this assignment I have decided to outline the details of the test plan that a group of testers brought in by myself will test the different features of the game Pixel Wizard to see if the features work perfectly or if the are errors or bugs in the game that need to be fixed.In each testing department there will be different roles carried out for each tester in each department as some people specialise in other fields better then others as they would have more experience in certain areas.The concept of this game is that the player has to overcome it’s enemies and move on to the next level.

Objectives And Tasks

**Objectives**

* Check that whether the game Pixel Wizard **functionality** is working as expected without any error or bugs.
* Check that the external interface of the website such as **UI** is working as expected and meet the users need.
* Verify the **usability** of the website. Are those functionalities convenient for user or not?

**Tasks**

Plan Test

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| * Identify Requirements for Test |
| * Assess Risk |
| * Develop Test Strategy |
| * Identify Test Resources |
| * Create Schedule |
| * Generate Test Plan |

Design Test

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| * Workload Analysis |
| * Develop Test Suite |
| * Identify and Describe Test Cases |
| * Identify and Structure Test Scripts |
| * Review and Access Test Coverage |

Implement Test

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| * Setup Test Environment |
| * Record or Program Test Scripts |
| * Develop Test Stubs and Drivers |
| * Identify Test-Specific functionality in the design and implementation model |
| * Establish External Data sets |

Execute Test

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| * Execute Test Scripts |
| * Evaluate Execution of Test |
| * Recover from Halted Test |
| * Verify the results |
| * Investigate Unexpected Results |
| * Log Defects |

Evaluate Test

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| * Evaluate Test-Case Coverage |
| * Evaluate Code Coverage |
| * Analyze Defects |
| * Determine if Test Completion Criteria and Success Criteria have been achieved |
| * Create Test Evaluation Report |