Test Plan

**Product Name:** The Pixel Wizard

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Contents

[Introduction 1](#_Toc39839985)

[Objectives & Tasks 2](#_Toc39839986)

[Objectives 2](#_Toc39839987)

[Tasks 2](#_Toc39839988)

[Scope 2](#_Toc39839989)

[Testing Strategy 2](#_Toc39839990)

[Unit Testing 2](#_Toc39839991)

[System and Integration Testing 2](#_Toc39839992)

[Performance and Stress Testing 2](#_Toc39839993)

[User Acceptance Testing 2](#_Toc39839994)

[Batch Testing 2](#_Toc39839995)

[Automated Regression Testing 2](#_Toc39839996)

[Beta Testing 2](#_Toc39839997)

[Test Schedule 2](#_Toc39839998)

[Control Procedures 2](#_Toc39839999)

[Features to be Tested 2](#_Toc39840000)

[Features not to be Tested 3](#_Toc39840001)

[Resources/Roles & Responsibilities 3](#_Toc39840002)

[Schedules 3](#_Toc39840003)

[Risks/Assumptions 3](#_Toc39840004)

[Tools 4](#_Toc39840005)

# Introduction

This document describes the test plan for the game project “The Pixel Wizard”, this game is a side scrolling platformer where the player controls a wizard who must navigate through the levels by defeating all of the enemies in each level. The player can move through the levels, shoot magic at enemies, avoid obstacles, and find pickups such as health pickups that can restore health.

The game contains a menu where the player can start the game, open up game settings and exit the game, the player will also be able to load their previous progress from a save file and they can delete their save file.

# Objectives & Tasks

This section will detail all the objectives of this test plan and the tasks which will be taken to accomplish these goals.

## Objectives

The objective of this test plan is to ensure the functionality of “The Pixel Wizard” works according to the specifications detailed in the game requirements document. This test plan will test the functionality of the front-end menu components, the in-game screens such as the pause menu, the player input controls and game features such as enemy combat and level progression.

This test plan will also list all the tasks and responsibilities needed to complete the testing for “The Pixel Wizard”. This document will be used to communicate the testing that is required for this product and to provide a series of reusable test scripts that can be utilized for test execution.

## Tasks

Below are all the tasks that will be involved in the test plan for this product:

* Unit Testing
* System and Integration Testing
* Performance and Stress Testing
* User Acceptance Testing
* Batch Testing
* Automated Regression Testing
* Beta Testing

The contributors to the test plan are as follows:

* John Johnson
* Gary Garland
* Penny Quarters
* Frank Frankton
* Jack Jackson
* Amy Hendricks

# Scope

# Testing Strategy

## Unit Testing

## System and Integration Testing

## Performance and Stress Testing

## User Acceptance Testing

## Batch Testing

## Automated Regression Testing

## Beta Testing

# Test Schedule

# Control Procedures

# Features to be Tested

* Front-End Menu
* In-Game Menu
* Game Controls
* Gameplay features
* Sound and Music settings

The features listed above are considered key components to this Game project so we will ensure those features are tested.

# Features not to be Tested

* Saving and Loading System
* File Deletion System

The features listed above were identified as features that might be implemented, given that their inclusion to the project are optional, we have decided to ignore testing for these features.

# Resources/Roles & Responsibilities

# Schedules

Below are the identified deliverables for the test plan documents along with the planned delivery dates

|  |  |
| --- | --- |
| **Deliverable** | **Expected Delivery Date** |
| Test Plan | 12/05/2020 |
| Test Cases | 25/05/2020 |
| Test Incident Reports | 30/06/2020 |
| Test Summary Reports | 30/06/2020 |

# Risks/Assumptions

For this test plan, we have identified some risks that could appear during testing.

|  |  |
| --- | --- |
| **Risk** | **Solution** |
| Data Loss or Corruption | Have files backed up on the local computer to minimise game data being lost permanently.  Save files every day on the cloud to ensure that data can be accessed from any computer. |
| Hardware Crash or Malfunction | Have spare computers to use in the event of a crash to use for testing while the hardware is being fixed.  Files are backed up on the cloud to allow the spare computer to run the tests. Spare computers have necessary programs installed.  Software installers are saved for quick hardware restoration. |
| Delay in Tasks | Pinpoint where the delays are occurring and solve the problem.  Have testers sign task completion forms to indicate what progress has been made which will be compared to the planned schedule.  If deadlines are approaching, testers will likely have to work night shifts to meet mandatory test requirements according to the schedule. |

# Tools

For this test plan, our hardware to run our tests on will be computers of varying hardware specifications. As this game is designed for PCs, we would test the game on the intended platform. By using computers with less performance capabilities, we can also determine the minimum hardware specifications that the product requires to operate at.

The test cases for this plan will be created using Microsoft Excel, this will allow easy editing of the test cases where needed. We will be using Jira to manage bug tracking for our tests due to how well Jira can integrate with project environments.