Test Plan

**Product Name:** The Pixel Wizard

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# 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

# 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

# Features not to be Tested

* Saving and Loading System
* File Deletion System

# Resources/Roles & Responsibilities

# Schedules

# Risks/Assumptions

# 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.