Appendix 3

Test plan document

Test Plan Template: Pixel Wizard

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Contents

1. INTRODUCTION

This assignment is focused on creating a test plan for a 2-Dimensional shooter game called Pixel Wizard. The main theme is set in a forest. The background is used repeatably to make the level seem longer. On the top left and right of game play there is health representations for both player and enemy. These are displayed by red and blue diamonds. Players have an opportunity to increase their health using a health pickup which is located on a platform in game play. There are three characters to this game, they are player, enemy and boss. These characters are programmed to attack. The main theme of this game is "kill or be killed". If the player is successful, they will progress to other levels and hopefully win the game overall.  
  
The game has various requirements which will allow this application to be of high quality and fit for purchase. The game has a start-up main menu which contains buttons for settings, load game, delete game, exit game and a play game button which takes the player from the title screen to the point that gameplay begins.  
  
An in-game pause menu is also included. Once the game has been paused using the space bar, the player can access settings or exit the game, a save game option will also be presented, allowing the player to save the game state.  
  
The way in which the player controls the game entities is relatively simple which will cause no confusion to the player. Control is different for both laptop and mobile phone.

2.0 OBJECTIVES AND TASKS

**2.1 Objectives**

1. Ensuring that the software under test is bug free before release.
2. Gaining confidence in and providing information about the level of quality.
3. To prevent defects.
4. To make sure that the result meets the business and user requirements.
5. To ensure that the application satisfies the client.
6. To gain the confidence of the customers by providing them a quality product.
7. Find as many software defects as possible.

**Document to be used**  
Appendix 2 – Game Design Document

**2.2 Tasks**

* Test opening main menu functionality and check if all buttons work as expected.
* Play game - should take the player into the game and the player will begin at Level 1.
* Settings - should navigate to another page which will allow the player to edit game settings.
* Load game - This should allow the player to choose which level to load.
* Delete game - should allow players to delete game history.
* Exit game - should quit the application.