Test Plan

**Name of Product:**

The Pixel Wizard

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# Introduction

This is a 2D side-scroller game where the player, a wizard, must progress through levels containing several enemies, each with their own boss, by defeating them with magic. The levels also have powerups for the player, including ones that can replenish the player’s health.

# Objectives and Tasks

## Objectives

* To find defects in the game
* To make sure that the end result meets the requirements
* To prevent defects to help in providing an error free game
* To verify all requirements have been fulfilled
* To evaluate work products such as requirements, user stories, design, and code

## Tasks