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The Pixel Wizard

Test Plan

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# Introduction

This document is a test plan for the 2D side-scrolling platformer “The Pixel Wizard”. The game will be developed by Game Development International Ltd for PC and mobile platforms.

The game will allow the player to control a wizard and navigate through several levels that get more difficult as the player progresses. The player can move, jump, crouch their way through each level, attacking enemies with magic as they go. The player will also be able to pick up health packs to help them through the level.

The game contains menus that the player can navigate through such as the main menu and pause menu. These menus will allow the player to play or exit the game and change the settings such as the sound levels and music levels. When the player begins the first level, they will be shown some text on screen which shows them what the controls are.

# Objectives and Tasks

## Objectives

The primary objective of this test plan is to ensure that the game meets the specifications detailed in the requirements document. At the end of the game development cycle, the user should find that the project has met all expectations as detailed in the requirements document.

The test plan will test the functionality of the various components such as the front end, the in-game menus, the control mechanisms, and game features.

The secondary objective of this test plan is to identify issues and bugs, communicate all known issues to the development team and ensure that all issues are addressed in an appropriate matter before release.