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Aaron Moran - G00356519

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Test Plan: The Pixel Wizard

Prepared by: Aaron Moran

1. Introduction

For our Software Testing project, we are required to complete a document which will cover a wide range of testing and methodologies. The goal is to write about procedures that should be taken when testing the development and completion of a 2D game coded in Unity. The goal of the document is to give the reader a deep understanding of the design decisions and the choices that were made throughout the development of the game.

I will be discussing different types of testing and important features and functionality which require specific testing. The importance of testing software is crucial in Game Development especially if it is being pushed to stores such as Steam or the Play Store. If a sufficient amount of testing has been carried out this will reduce the number of bugs or glitches to occur when the user is playing the game. This will show that the game is developed at a high standard.

1. Objectives and Tasks
   1. Objectives

The objective is to develop a 2D game using Unity. The game can be either a Shooter, Platformer or a Traditional Game (Board Game). You are allowed to use the “clone and tweak” method by taking a game that already exists and tweaking it into your own design. The end goal is to complete the design and development of a game that runs smooth without bugs for a user to play.

* 1. Tasks

For the design of the game you must make sure that you have included the following functionality to achieve the basics of Game Development. A Front End is required so the player can Start the Game, Pause the Game and End the Game. These UI components should all occur outside of the gameplay and carry out the correct function from any point within the game. In Game Menus should be accessible during gameplay so the player might have the option to change the volume of the game or to Resume or Exit the game. Control Mechanisms is essential within the game so the player can move and carry out the required functions to complete the game. It would be beneficial for the player to be able to access the Controls page through a Menu UI which would add to the design features of the game. The Game should have a progress and punishment aspect to the gameplay, without this it would make the game monotonous and the user would just play it from start to finish without any difficulty so making the game increasingly more difficult as you progress is essential.

1. Scope
   1. General

The general scope of the functionality which we will be testing are the interfaces that will navigate the player around the game and ensure that all functionality within the interfaces are reliable and there is no point within the game where a functionality will fail to load. I will also be testing the player movement and controls to ensure their responsiveness and consistency. Ultimately, I will be testing the player pick-ups and enemy collision detection to ensure that these two important aspects of the game will adhere to their functionality while playing the game.

* 1. Tactics