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| Test Planning Project  Software Testing |
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# Introduction

The test plan document is to outline the procedure that will be implemented to demonstrate that the game meets the design specifications/requirements. This document consists of guidelines that will aid the people involved in testing this game.

# Objectives and tasks

## Objectives

The objective of this test plan is to ensure that the game is free from input errors as well as all game logic will preform as intended to do so.

* When game is loaded menu is displayed with play, settings and exit buttons displaying and fully functional.
* Once settings is selected users is able to control the volume of the music and game sound effects.
* In game pause menu has full functionality with “Resume game”, “Settings” and “Restart level” and “ Exit game” e.g. If user chooses “Resume” it will allow the player carry on from the exact position they paused the game at.
* Restarting a level in the pause menu will bring the player back to the beginning of the level with all the enemies being reset to their starting position also
* Controls for both PC and Mobile will work fully. “W/Up Arrow”, “A/Left Arrow”, “S/Down Arrow”, “D/Right Arrow” will control movement for PC while movement on mobile will be controlled by onscreen buttons represented by arrows. “C” will control the crouch ability on PC while on an onscreen button positioned towards the top left of the screen will be used for mobile. “Spacebar” will be used for the pause functionality on PC, with mobile having a button positioned at the top right of the screen to control the pause menu.
* Interaction with enemies will show a deduction in enemies health if attacked by the player or the players health will decrease if the enemy attacks them.
* Health will be displayed for both play and enemy at the top of the screen for both PC and mobile. The health will be represented by diamonds for both player and enemy in separate colours.

## Tasks

* Unit Testing: Unit testing is where individual components of the game will be tested. This is to show that each component of the game performs as designed.
* Integration Testing: Integration testing is where the individual components are combined and tested together as a group. This is to expose the faults between integrated components.
* System Testing: System testing will be used to test the complete and integrated game. The purpose of this is to assess the games compliance with the previously stated requirements.
* Performance Testing: Performance testing is to test the game with focus on responsiveness and stability under a certain load.
* Stress Testing: Stress testing is used to test the game under a heavy load to ensure that the game will not crash.
* User Acceptance Testing (UAT): UAT is the one of the final tests we will carry out, actual game users will test the game to see if it can handle the required tasks in real-world scenarios.
* Automated Regression Testing: Automated regression testing is used to speed up the testing process, as testing everything manually is very time consuming and costly.

# Scope

# Testing Strategy

## Unit testing

## System and Integration testing

## Performance and stress testing

## User Acceptance testing

## Automated Regression testing

# Test schedule

# Control procedures

# Features to be tested

# Features not to be tested

# Resources/Roles & Responsibilities

# Schedules

# Risks/Assumptions

# 12.0 Tools