**Test Planning Project**

**Test Plan Template: (The Pixel Wizard)**

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2. **INTRODUCTION**

In general, in game testing there are two different forms of testing that can be categorized as Black-Box and White-Box testing. These definitions are well-known in software testing world but process-wise aren’t different with game testing. Only their goals are slightly different in game testing.

Black-Box testing - focus on the functional and overall playability aspects of the game. In this type of testing, for example, testing the graphical user interface, user experience or any visual appearance is in the key roll. Menu, graphical elements, special effects, animations.

White-Box testing – focuses on the architectural, integration and systematic aspects of the game.

**2.0 OBJECTIVES AND TASKS**

2.1 The objective of this test plan is to ensure that the quality of this game specifications meets the client requirements, and also to ensure that Bugs and defects issues in different levels of the game are identified and fixed and to make sure that the game works flawlessly before releasing it.

2.2 Tasks

* Make list of the bugs and glitches of the game as I play it
* Perform the quality assurance by focusing on the game details to effectively document any glitches or bugs
* Navigate all menus to ensure that everything works correctly
* Test the game compliance with the requirements

1. **SCOOPE**

Functions that has been tested

* The Start button which starts up the game
* The option of letting the player playing the game
* The option of letting the player accessing game setting
* The option of letting the player exiting the game
* The option of letting the player load the game
* The option of letting the player delete the game