Test Plan Project

Software Testing

Product: The pixel Wizard

Test Plan ID: 130520

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# INTRODUCTION

The product that is being tested is called “The Pixel Wizard”. This is a 2D side-scrolling platformer game. This game allows the player to control a specific character, that has an important fictional/narrative role. There are statistics and relational attributes with other game objects, enemies, and the player character. The player takes on and navigates through the levels using an easy-to-use user interface. There are also obstacles that the player must overcome, such as enemies and bosses. Each level contains pickups for the player, such as health pickups to replenish the player’s health.

# OBJECTIVES AND TASKS

## Objectives

The Objective of this test plan is to define the various testing strategies and testing tools used for a complete testing of the life cycle of this project. The objectives are:

* Finding defects which may get created by the programmer while developing The Pixel Wizard.
* Gaining confidence in and providing information about the level of quality.
* To prevent future defects.
* To make sure that the final result meets and user and business requirements.

## 2.2 Tasks

* To determine the scope and the risks that need to be tested and that are NOT to be tested.
* Documenting Test Strategy.
* Ensuring that the testing activities have been included.
* Deciding Entry and Exit criteria.
* Evaluating the test estimate.
* Planning when and how to test and deciding how the test results will be evaluated and defining test exit criterion.
* The Test artefacts delivered as part of test execution.
* Defining the management information, including the metrics required and defect resolution and risk issues.
* Ensuring that the test documentation generates repeatable test assets.