**End to End Test Plan Page \_\_\_\_ of \_\_\_\_**

**Version Number \_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Tester: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Tested: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Conducted: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Results: Passed Open items:**

**Test ID: \_\_\_\_\_\_\_\_\_\_ Requirement addressed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Items to Test**

**Check all that work correctly. Place a X to those that do not work correctly.**

1. Title Screen loads
2. Continue functionality
3. New Game
4. Character Movement
5. Saving the Game
6. Equipping Items
7. Menus Open Properly
8. Screen Transitions
9. Music
10. Level Up
11. Encounters
12. Magic
13. Combat Turns
14. Enemies
15. Damage
16. Healing
17. Item Use in Main Menu
18. Quitting
19. Boss encounters
20. Trigger Events
21. New Abilities
22. Picking up items
23. Treasure Rewards
24. Experience
25. Gold
26. Shops

**Expected Results/Notes**

**Actual Results/Notes**

**Bugs/Errors**