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Software Testing Project

2D Game Test Plan

Test Plan Template: The Pixel Wizard

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1. **Introduction**

The Pixel Wizard is a 2D side-scrolling platform game with artwork inspired by games like Shovel Knight, which also use pixel art. The player/wizard will navigate through each round with increasing difficulty.

In each round the player must use magic to defeat the encountered enemies whilst collecting pickups which will replenish the wizard’s health. The “magic” refers to the wizard’s ability to shoot fireballs and freeze spells at the enemy.

Each round will also present a “boss” that the player must defeat to progress to the next round. The player will be able to see the boss’s health status on the screen as well as their own.

1. **Objectives and Tasks**

The main objectives of the testing process are:

* To achieve 100% decision coverage.
* To ensure that the product will be launched with no critical bugs.
* To ensure that all team members are aware of their responsibilities.
* To ensure that all team members are aware of the scope and the location of their tasks within.

The tasks involved:

* TO-DO

1. **Scope**