Test Plan Template: (Total Warzone)

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**Introduction**

The following test plan is for Pixel Wizard which is a 2D PC and mobile device game aimed at all age groups. The aim of this test plan is to insure there are no glitches/bugs in the game which could negatively impact our players. In order to insure the testing follows testing standards there is an independent development team carrying out the testing process. This improves the quality and accuracy of our test plan.

Objectives/Tasks

Objectives

* Find any possible defects which may have been created during the development process.
* Prevent further defects.
* Insure the game meets user standards.
* Gain confidence in the finished product.
* Insure the game meets the Business requirement specification and System requirement Specifications.

Tasks

Main Menu Test

1. On load the game must present 3 options, ‘Play’, ‘Settings’, and ‘Exit Game’.
2. Clicking Play from the main menu will start the game at level 1

2.1. When Game starts on level one controller screen will display.

3. Clicking Settings on the main menu will display sound and music level options.

3.1 Sound Option can be adjusted.

3.2 Music Option can be adjusted.

4. Clicking Exit Game will close the game completely.

In Game Test

1. At the start of level one the controller options description screen must pop up.
   1. Move forward = Right Arrow key/D
   2. Move Backwards = Left Arrow Key/A
   3. Jump = Up arrow key/W
   4. Crouch = C
   5. Attack = Left Mouse click/R
   6. Pause/Resume = Spacebar
2. At the end of level 1 the player should advance to level 2.
3. Level 2 should have increased difficulty.
4. Level 3 should also have higher difficulty.