



# THE PIXEL WIZARD

## Test Plan

### Abstract

This document outlines the testing plan that will be used to test the game the pixel wizard

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# Introduction

This document contains the testing strategy that will be performed to test the game **the pixel wizard**. The document is being written in conjunction as part of the overall testing strategy for the company game development international.

## About

The game in question is a 2d platformer in which the player takes on the role of a wizard navigating through a pixelated 2d world. The overall objective is to overcome enemies and bosses in each level to beat the game. Each level will have an increasing level of difficulty thus creating a greater challenge with each level passed and giving them a sense of achievement for the player when they reach the end or winning conditions.

The game is built around being user friendly which enables the user to get started quickly and figure out how to play the game easily.

To progress in this game the player can shoot projectiles in the form of fire balls from his staff killing the enemies that confront him on his path. If a fire ball (projectile) encounters an enemy, it will either kill them or take a percentage of health from their life force. This depends on the enemies starting health and the degree of damage that a projectile deal upon hitting a foe.

There are three levels which need to be completed. If the player gets passed all three of these levels by overcoming the obstacles faced, they will have beaten the game in which case they will be presented with a screen informing them they have completed the game.

Enemies can also shoot projectiles at the player. This creates a greater level of difficulty for the player as they must evade oncoming projectiles, using the various controls outlined in the design documents control mechanisms. The **controls** of the game are as follows:

<i><b>Action</b></i>	<i><b>PC</b></i>	<i><b>Mobile</b></i>
<b>Move Forward</b>	Right arrow key/D	Arrow on screen
<b>Move Backwards</b>	Left arrow key/A	Arrow on screen
<b>Jump</b>	Up arrow key/W	Arrow on screen
<b>Crouch</b>	C	Arrow on screen (hold)
<b>Attack</b>	Left mouse click/R	Dedicated button
<b>Pause/Resume</b>	Spacebar	Button in top right of screen

## Health

If the player is dealt damage from an enemy attack, they can replenish their health by collecting health pickups. These pickups will replenish some lost health to the players health. The player then has a greater chance of surviving longer in the game. When the player walks into or collects the health it will then be added to their health UI. The health UI is displayed on the top left-hand side of the screen.

Each time the player has been hit by an enemy projectile their health will decrease by one, each time they collect a health pickup their health will increase by one. The player will be able keep playing the game if they have health. If the players health has decreased completely, they will die and must start the game again.

### **Enemy Health**

The same method is applied for the enemy health. Generic enemies do not have a health bar displayed on the screen as it is likely that after being hit by one or two projectiles from the player they will die. The bosses on the other hand have their health displayed on the screen. This is a useful tool for the player as they know how many more times the boss must be hit by a projectile before that boss is dead and they can advance in the game.

### **Pause game**

While in the main game the player can pause the game, which stops the game play. Which can be achieved by pressing the space bar. Upon pausing the game, the player is faced with various options that they can select these are outlined below.

### **Save game**

If the player chooses to save the game, this will save their progress in the game. This progress can then be loaded from the main menu. This will allow the player to start from the point at which they saved the game.

### **Settings**

If the player chooses the settings option, they can adjust or change the sounds and music in the game.

### **Restart**

If this option is chosen the player will restart the current level they are in, all progress will be lost, and the player starts again

### **Exit game**

If the exit game is chosen, the game will quit, and the player will leave the game.

### **Continue**

Like any pause setting the game can be un-paused and the player will continue from the point and time at which they paused the game. This can be achieved by pressing the space bar again.

## **Main menu**

When the game is first loaded the player is presented with a main menu that has three options. These options are listed below:

### **Play/load/save/delete game**

If this button is selected it will bring the player into the game. What it loads exactly will depend on if the player has saved the game or not. If the player has no saved game data, it will bring the player to the first level will be loaded. A display will also appear outlining to the player the controls used to play the game. Once the player is happy with the controls they can continue and start playing the game.

If the player has saved game data and chooses the load button, the saved data will be loaded, and they will be taken to the point at which they saved the game.

If the delete save game button is chosen it will delete the players saved game data and they will have to start the game again.

### Settings






If the settings button is chosen, the player will be taken to a menu where they can adjust or turn off the sound settings for the game.




### Exit game

If this option is chosen, the application will quit.

### Assets

The assets used in this game refer to how the game looks, what artwork it has. This ranges from the player character, the enemies, the projectiles, the scene itself. The assets used are listed below these have been taken from the design document.

Asset Name	Asset
Background	
Player Character	
Enemy Character	
Player/Enemy Projectile	
Ground Asset	

Platform One Asset	
Platform Two Asset	
Health Pickup	
Rock Asset	
Menu Logo	