**Software Testing**

**Test Planning Project**

**Test Plan Template:**

**Prepared by:** Steven Joyce

**Date:** 03/05/2020

**TABLE OF CONTENTS**

1.0 INTRODUCTION

2.0 OBJECTIVES AND TASKS

2.1 Objectives

2.2 Tasks

3.0 SCOPE

4.0 Testing Strategy

4.1 Unit Testing

4.2 System and Integration Testing

4.3 Performance and Stress Testing

4.4 User Acceptance Testing

4.5 Batch Testing

4.6 Automated Regression Testing

4.7 Beta Testing

5.0 Test Schedule

6.0 Control Procedures

7.0 Features to Be Tested

8.0 Features Not to Be Tested

9.0 Resources/Roles & Responsibilities

10.0 Schedules

11.0 Risks/Assumptions

12.0 Tools

**1.0 INTRODUCTION**

The product being tested is The Pixel Wizard. It is a 2D side scrolling platformer. The gameplay will have at least 3 levels of ever-increasing difficulty. The player will have the option to save the game to store the progress they have already acquired. The saved game can then be loaded in the main menu. The player will have a health mechanism that will be decreased by taking damage from the enemy, the player can also gain health from health pick up items. Enemies also have a health mechanism that will vary with all the different enemy types and different levels.

**2.0 OBJECTIVES AND TASKS**

**2.1 Objectives**

* All aspects of the game are tested and functions successfully
* The game loads up when the Play Game button is clicked
* The player can cause damage and take damage
* The player can be killed when health icons run out
* The enemy can be killed when health is empty
* Health pickups give the player more life
* The advancement of the game between levels works
* The player can pause the game
* All he options in the pause screen allow user to access the correct screen
* The player can quit the game and return to the main menu
* The player can save the progress achieved
* Settings menu can be accessed using the main menu
* All Settings can be changed correctly by the player
* Load Game Button can be clicked, and user can load up a saved game of their choosing
* The Delete Game Button allows user to choose which game file to delete when clicked
* When user clicks Exit Game, the application is closed
* The approval of test cases will be communicated via work email.

**2.2 Tasks**

**3.0 SCOPE**

**General**

**Tactics**

**4.0 TESTING STRATEGY**

**4.1 Unit Testing**

**Definition:**

**Participants:**

**Methodology:**

**4.2 System and Integration Testing**

**Definition:**

**Participants:**

**Methodology:**

**4.3 Performance and Stress Testing**

**Definition:**

**Participants:**

**Methodology:**

**4.4 User Acceptance Testing**

**Definition:**

**Participants:**

**Methodology:**

**4.5 Batch Testing**

**4.6 Automated Regression Testing**

**Definition:**

**Participants:**

**Methodology:**

**4.7 Beta Testing Participants:**

**Methodology:**

**5.0 TEST SCHEDULE**

**6.0 CONTROL PROCEDURES**

**Problem Reporting**

**Change Requests**

**7.0 FEATURES TO BE TESTED**

**8.0 FEATURES NOT TO BE TESTED**

**9.0 RESOURCES/ROLES & RESPONSIBILITIES**

|  |  |  |
| --- | --- | --- |
| Roles | Staff Member | Responsibilities |
| Test Manager | John Smith | * Provide managerial oversight of the testing * Apply a clear direction * Create a good team camaraderie * Build a team of professionals that are assigned to the correct roles of their skill set. |
| Test Designer | Tim Jennings  Mary Burns | * Design the tests for the application * Send all test cases to the test manager for review * Assess and verify the Test approach * Identify the appropriate techniques and supporting tools |
| System Tester | Arron Thompkins | * Will run the tests * Will give the developers feedback on the game * Will be unbiased in the implementation of the tests |
| Test System Administrator | Jennifer Swan | * Give the team support in the development and running of the tests * Makes sure that the environment to run the tests is managed and maintained |

**10.0 SCHEDULES**

**11.0 RISKS/ASSUMPTIONS**

**12.0 TOOLS**