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# Walter

**Project Test Plan**

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Test Plan

# Introduction

* This is a document which provides a plan for testing our game. Our project is to make an game where you can learn about different viruses and do little trivia afterwards to see what you have learned.

# Entry and Exit criteria

1. **Entry criteria**

* High quality of front-end development.
* High quality of back-end development.
* High quality of source code.

1. **Exit criteria**

* Most test cases to be passed successfully.
* No critical issues which can ruin the user experience.

# Objective

* The objective of these processes is to ensure that at least 90% of the application’s functionality is usable and doesn’t have any bugs or issues.

# Approach

* Game interface
* Menu options
* Data input

# Testing process

* Excel file that has a description of the test cases.
* Test plan.

# Resources

* Excel as test case management tool.
* GitHub for reporting problems with issues.