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# **introduction**

This is a document which provides a plan for testing the application we created regarding a school project about our depiction of Educational Traveling theme. This is a game which represents the Bulgarian history, and you decide how everything turns out, playing with the most famous revolutionaries.

# **Entrty and exit critteria**

## **Entry criteria**

* There is an access to the application.
* QA testing is started when the code development is finished.

## **Exit criteria**

* Most of the test cases are successful
* There aren’t critical bugs that can ruin the user experience.

# **Objectives and tasks**

## **Objectives**

* The aim of this testing is to assure that the functionalities of our application don’t ruin the user experience.

## **Tasks**

* In order to successfully perform the testing, the following things must be assured:
* Highlight the most important functions to be tested.
* Performing self-made testing
* Preparing test reports

# **field**

* Functions which deal with the application’s functionality
* Functions which deal with the application’s gameplay

# **Test strategy**

* Manual testing

# **Testing process**

## **Results**

* Test plan with the test strategy
* Excel workbook with every test that was made during the testing process. It also includes the results and expectations.

## **Resources**

* MS Excel for writing test reports and results.
* MS Word for making the test plan.
* Github for reporting issues and problems.