The Uncarriables v2.0

A picture containing text, room, gambling house

Description automatically generated

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# Plan of narrowing down the target audience

Introduction

This is a document which provides a plan for testing our history and geography project. Our project has a few games. The first one is the astronaut and when your health reach 0 the game stops. The second one is memory cards where you should pick cards and match them and when you match all of them the game stops. The third one is the country guesser where if you write the correct name of the country and the capital it alerts you that it is correct. And the fourth one is the quiz where you answer questions, and you have score and time.

Entry and exit criteria

### ENTRY CRITERIA

* Game development has been paused until QA testing is finished
* High quality of back-end development
* High quality of front-end development
* High quality of source code

### Exit CRITERIA

* Most test cases are passed successfully
* There are no critical issues which ruin the playing experience

OBJECTIVES

### OBJECTIVES

### 

* The objectives of this testing process are to verify that all of the games work properly and do not have any bugs or issues that we consider for important

APROACH

### SCOPE

* Manual testing
  + Data input
  + Game interface
  + Function algorithms
  + Variables working

TESTING PROCESS

### TEST DELIVERABLES

* Excel file with description of the test suits filled with different test cases

RESOURCES

### RESOURCES

* Manual Unit Testing for testing functions and variables working in our project
* Excel as test case management tool
* GitHub for reporting problems with issues