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# TEst plaN

Introduction

This is a document which provides a plan for testing our logic game project. Our game has cards with 0 and 1 and a pyramid and when the player finishes his pyramid he wins.

Entry and exit criteria

ENTRY CRITERIA

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

EXIT CRITERIA

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

OBJECTIVES

OBJECTIVES

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* The objectives of this testing process are to verify that all of the code work properly and do not have any major bugs or issues

APROACH

SCOPE

* Manual testing
  + Game interface
  + Menu options
* Automated testing
  + Game function algorithms

TESTING PROCESS

TEST DELIVERABLES

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

RESOURCES

RESOURCES

* Excel as test case management tool
* GitHub for reporting problems with issues
* Microsoft Native Unit Testing Framework for C++ for testing functions in our project