UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

TESTING DOCUMENT

PROJECT NAME: ARCANE ARCADE

CLIENT: TONY VD LINDEN

TEAM NAME: TERABITES

TEAM MEMBERS

NG Maluleke	D Mulugisi	C Nel	LE Tom
13229908	13071603	14029368	13325095

July 28, 2016

Contents

1 Introduction

The project is called *Arcane Arcade*, which references the esoteric language users will have to use, as well as the gamification approach to try and make it as fun as possible.

2 Objectives and Tasks

2.1 Objectives

2.2 Tasks

3 Testing Strategy

3.1 System Test

3.2 Performance Test

3.3 Security Test

3.4 Automated Test

3.5 Stress and Volume Test

4 Execution Strategy

4.1 Entry and Exit Criteria

4.2 Test Cycles

4.3 Dependencies

4.3.1 Hardware

4.3.2 Software

4.3.3 Data

5 Test Management Procedures

5.1 Result Reviews

5.2 Defect Reporting

5.3 Change Reporting

6 Test Environment