



UNIVERSITEIT VAN PRETORIA  
UNIVERSITY OF PRETORIA  
YUNIBESITHI YA PRETORIA

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## TESTING DOCUMENT

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PROJECT NAME: ARCANE ARCADE

CLIENT: TONY VD LINDEN

TEAM NAME: TERABITES

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# 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