Master Test Plan for

The Bletchley code breakers

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# 1. Introduction

This document provides a plan to test the game ***Bletchley Code Breakers***. The game is console based. The application enables users to:

* Have fun
* Play a game

# 2. Definitions

IDE - Integrated development environment

# 3. Entry and Exit criteria

## 3.1 Entry Criteria

1. Software runs without errors
2. Is the final version
3. Code freeze while testing
4. Every cin has cin.fail() corresponding to it

## 3.2 Exit Criteria

1. All happy paths are covered
2. All priority1 test cases are executed and passed
3. No critical bugs

# 4. Objectives and Tasks

## 4.1 Objectives

The test objectives are to verify full functionality of the game ***Bletchley Code Breakers.*** The ***Master Test Plan for The Bletchley code breakers***aims to define entry and exit criteria, problem reporting, risk assessment and coordination of all necessary testing.

## 4.2 Tasks

Main tasks that need to be completed:

1. Perform all basic functionality tasks
2. Setting correct testing levels and types
3. Executing manual tests
4. Preparing test and bug reports

# 5. Scope

## 5.1 Features to be tested

1. Manual testing

* Random cases men
* Random cases men
* Random cases men
* Random cases men
* Random cases men
* Random cases men

## 5.2 Features to not be tested

1. Manual testing

* Random cases men
* Random cases men
* Random cases men
* Random cases men
* Random cases men
* Random cases men

# 6. Approach

1. Test Types and Levels

* Functional testing
* Usability testing

# 7. Testing Process

## 7.1 Test Deliverables

1. Test Cases
2. Issue Reports

## 7.2 Responsibilities

1. Petar Borisov doing everything

## 7.3 Resources

1. C++ IDE
2. Access to repository

# 8. Estimation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Type | Complexity | Order | Time |
| Test plan | Dependent | 3 | 1 | 2 days |
| Test/Bug report | Dependent | 2 | 2 | 1 day |
| Presentation | Independent | 5 | 3 | 2 days |

Total count of days - 5