SHEMA



TABLE OF CONTENTS

1. [Introduction](#_introduction) 3
2. [Entry and exit criteria](#_Entrty_and_exit) 3

2.1. [Entry criteria](#_Entry_criteria) 3  
2.2. [Exit criteria](#_Exit_criteria) 3

1. [Objectives and tasks](#_Objectives_and_tasks) 3
   1. [Objectives](#_Objectives) 3
   2. [Tasks](#_Tasks) 3
2. [Scope](#_scope) 3
3. [Test strategy](#_Test_strategy) 3
4. [Testing process](#_Testing_process) 3

6.1. [Results](#_Results) 3

6.2. [Resources](#_Resources) 4

# **introduction**

This is a document which provides a plan for testing the application we created regarding a school project about educational traveling game.

# **Entrty and exit critteria**

## **Entry criteria**

* There is an access to the application.
* QA testing is started when the code development is finished.

## **Exit criteria**

* Most of the test cases are successful
* There aren’t critical bugs that can ruin the user experience.

# **Objectives and tasks**

## **Objectives**

* The aim of this testing is to assure that the functionalities of our application don’t ruin the user experience.

## **Tasks**

* In order to successfully perform the testing the following things must be assured:
* Highlight the most important functions to be tested.
* Performing self-made testing
* Preparing test reports

# **scope**

* Functions which deal with the application’s functionality
* Functions which deal with the application’s gameplay

# **Test strategy**

* Manual testing

# **Testing process**

## **Results**

* Test plan with the test strategy
* Excel workbook with every test that was made during the testing process. It also includes the results and expectations.

## **Resources**

* MS Excel for writing test reports and results.
* MS Word for making the test plan.
* Github for reporting issues and problems.