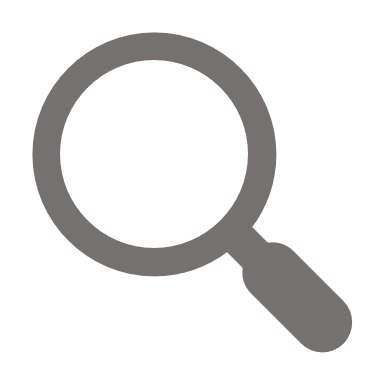
TEAM (UN)SOLVED

Shape

Description automatically generated with medium confidence

**TEST PLAN**

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# INTRODUCTION

In this document you will find information, concerning the testing of the code for the game '*Unsolved*'. It is a text adventure game in the form of a console application.

# ENTRY AND EXIT CRITERIA

## 2.1. Entry

* Provided access to the code
* Further changes are based on the QA tests' results

## 2.2 Exist

* Test cases pass without errors
* No crucial bugs

# 3. OBJECTIVE

# 4. TASKS

Our application was tested manually. Things that had to be tested include:

* Interface
* Menu
* Input
* User data is entered successfully
* Incorrectly entered data is displayed an error message

To complete the testing process, our QA Engineer had to:

* Prepare and design a QA report
* Test the functionality of the application and its elements
* Perform manual tests

# 5. TESTING

The main goal of this testing is to provide information about any issues in the application and to verify that it runs successfully.

4.3. Stage 3

After having so many meetings and doing a lot of work, our last meet-up consisted of making everything clear for the presenting, and now we were ready to show our creation.

# PROCESS

## 6.1. Documents

Our QA documents include:

* Test plan (this document)
* Test cases (Excel file containing reports from testing the application)

## 6.2. Used sources

* MS Word for test planning process layout
* MS Excel for managing report