

## Content

Test plan .....	1
INTRODUCTION .....	1
ENTRY AND EXIT CRITERIA.....	1
ENTRY CRITERIA.....	1
ENTRY CRITERIA.....	1
OBJECTIVES.....	1
OBJECTIVES.....	1
APPROACH.....	1
SCOPE .....	1
TESTING PROCESS.....	2
TEST DELIVERABLES.....	2
RESOURCES.....	2
RESOURCES.....	2

# TEST PLAN

---

## INTRODUCTION

This is a document which provides a plan for testing our maze game project. Our game generates a random maze every time when the user chooses the difficulty level.

---

## ENTRY AND EXIT CRITERIA

### ENTRY CRITERIA

- Code development has been paused until QA testing is finished
- High quality of front-end development
- High quality of back-end development
- High quality of source code

### ENTRY CRITERIA

- Most test cases are passed successfully
- There are no critical issues which ruin the playing experience

---

## OBJECTIVES

### OBJECTIVES

- The objectives of this testing process are to provide verification that at least 90% of the functionalities of the application are suitable for use and do not have any major bugs or issues

---

## APPROACH

### SCOPE

- Manual testing
  - Game interface
  - Menu options
  - Data input
- Automated testing
  - Game function algorithms

---

## TESTING PROCESS

### TEST DELIVERABLES

- Excel file with description of the test suits filled with different test cases
- Test plan

---

## RESOURCES

### RESOURCES

- Microsoft Native Unit Testing Framework for C++ for testing functions in our project
- Excel as test case management tool
- GitHub for reporting problems with issues