



TEAM HISTORYA

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Content

Test plan	2
INTRODUCTION	2
ENTRY AND EXIT CRITERIA.....	2
ENTRY CRITERIA.....	2
ENTRY CRITERIA.....	2
OBJECTIVES.....	2
OBJECTIVES.....	2
APPROACH.....	2
SCOPE	2
TESTING PROCESS.....	3
TEST DELIVERABLES.....	3
RESOURCES.....	3
RESOURCES.....	3

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