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# 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