

U N T I T L E D

Test Plan

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# Introduction

This is a document that contains plan for testing the program for our school project. Our program is a game of C++, made for the school project – “Maze Sprint”. The aim of the game is to get out of a maze with 3 levels of difficulty – easy, medium, and hard. Each time, the program generates a new maze for the user using Recursive Backtracking Algorithm.

# Entry and Exit criteria

## 2.1 Entry Criteria

* There is an access to the program
* The first tests are sorted
* Unit testing is ready

## 2.2 Exit Criteria

* All the tests are passed
* There are no critical errors that deny the program to work

# Goals and Tasks

## 3.1 Goals

Our goals were to organize better as a team and make a working maze game.

## 3.2 Tasks

The tasks that are required for the good condition for our game are:

* To test the most important elements
* To create more test cases
* Doing manual and unit testing
* To make a report for all the tests

# Coverage

## 4.1 Manual Testing

* Interface of the game
* Menu options
* Character movement

## Unit Testing

* Testing if the walls are in bounds

# Approach

## 5.1 Techniques that we used for testing

* Testing usability
* Functional testing

# Testing process

## 6.1 Testing results

* Test case lab and excel reports with Test Suites and different test cases
* Test Plan

## 6.2 Resources

* GitHub for planning the QA Tests
* Test case lab and excel for reporting and managing the tests