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Unit Testing

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# 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.

## **Exit criteria**

* + - Most test cases are passed successfully.
    - There are not critical issues which ruin the playing experience.

# Objectives

The objective of this testing process is to provide verification 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 inputs
    - Automated testing
      * Game function algorithms

# Testing process

## **Test delivery**

* + - Excel file with description and result of the different test cases.
    - Test plan

# 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.