

BEANS  
PROJECT TEST PLAN

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**Test plan**

1. Introduction

This is a document which provides a plan for testing our “Game of words 2022”. Our project is to make an interesting application specified for word play.

1. Entry and Exit criteria
2. Entry criteria

* *High quality of front-end development.*
* *High quality of back-end development.*
* *High quality of source code.*

1. Exit criteria

* *Most test cases to be passed successfully.*
* *No critical issues which can ruin the user experience.*

1. Objective
2. Objective

* *The objective of these testing processes is to ensure that at least 90% of the application’s functionality is usable and free of the major bugs or issues.*

1. Approach
2. Manual testing

* *Game interface*
* *Menu options*
* *Data input*

1. Testing process
2. Test deliverable

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

1. Resources
2. Resources

* *Excel as test case management tool.*
* *GitHub for reporting problems with issues.*