

Team Gravitators Documentation



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1. Test plan

a. Introduction

This is a document which provide a plan for testing our “Physics Project 2021”.
Our project is to make interesting application for practicing mechanics.

b. Entry and Exit criteria

a.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.*

b. Exit criteria

- *Most test cases are passed successfully*
- *There are no critical issues which ruin the user experience*

c. Objective

a.Objective

- *The objective of these testing process are to provide verification that at least 90% of the functionalities of the application are suitable for use and not have any major bugs or issues*

d. Approach

a.Manual testing

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

b. Automated testing

- *Game function algorithms*

e. Testing Process

a.Test deliverable

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

f. Resources

a.Recourses

- *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*