Test Design:

The success of the entire product is determined based on the completion of the overall user story:

"Bla bla bla"

For better estimation of completion, we have created multiple smaller user stories, which will serve as basis for the overall success.

We accept that few (less than X) user stories will fail, given that these user stories are non-critical \*Define\* for the overall product.

For a test to pass, it is essential that it at least is tested as perscribed:

* All user stories must be tested with unit tests, descriping its functionallity. (Flyt til intro som led i xp)
* All input must be boundry tested to ensure it behaves as specified by the customer.
* All actions (button press, etc.) Must be accomandated within X seconds.
* The functionality of the user story must work, if activated as perscribed. (Test to pass)
* The app is not allowed to crash if the functionality of the user story is not activated as prescribed. (Test to fail)