# Software Quality Assurance Plan

Kid Educational Game App

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Revision History

[GitHub Release Page](https://github.com/Seuss-MD/2024-03Fall-CSE474-CMLib-Sam.Evans/releases)

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# Purpose and Scope

The project scope is the development of an Educational Game App for Kids. The primary functions of the App will include user generated questions, and a game. The purpose of this software is to help kids learn faster in a fun way.

This project is governed by a contract titled “Educational Game Agreement,” which outlines the expectations, processes, deliverables, artifact, and quality standards for the software project.

# Definitions and Acronyms

Artifact

Any item created during the development lifecycle.

Deliverables

Are the expected outcomes.

Processes

A set of interrelated or interacting activities which transforms inputs into outputs; supports achieving a policy; comprised of (parent to) a set of procedures.

# Reference Documents

Contract

Educational Game Agreement

Structure Chart

Structure\_Chart.docx

Flow Charts

Flow\_Chart1.docx

Flow\_Chart2.docx

Flow\_Chart3.docx

# 4- SQA Plan Overview

## 4.1- Organization and Independence

## 4.2- Software Product Risk

## 4.3- Tools

## 4.4- Standards, Practices, and Conventions

## 4.5- Effort, Resources, and Schedule

# 5- Activities, Outcomes, and Schedule

## 5.1- Product Assurance

## 5.2- Process Assurance

# 6- Additional Considerations

## 6.1- Contract Review

## 6.2- Quality Measurement

## 6.3- Waivers and Deviations

## 6.4- Task Repetition

## 6.5- Risks to Performing SQA

## 6.6- Communications Strategy

## 6.7- Non-conformance Process

# 7- SQA Records

## 7.1- Analyze, Identify, Collect, File, Maintain and dispose

## 7.2- Availability of Records

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