**TEST PLAN**

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TABLE OF CONTENT

[ENTER AND EXIT CRITERIA 3](#_Toc131555227)

[OBJECTIVES 3](#_Toc131555230)

[APPROUCH 3](#_Toc131555231)

[TESTING PROCESS 3](#_Toc131555238)

[RESOURCES 4](#_Toc131555241)

# ENTER AND EXIT CRITERIA

# Enter criteria

* ﻿﻿Code development has been paused until A 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.

# APPROUCH

# Manual testing

# Game interface

# Menu options

# Data inputs

# ﻿﻿Automated testing

# Automated unit testing on our calculation functions

# TESTING PROCESS

# PDF file with manual 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.