

TEST PLAN

The Bletchley Game



Author: Svetlana Boyadzhieva
Team: heartOfTheCode

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Introduction

This document provides a plan to test The Bletchley Game. The game is based on C++. It is used by children mostly. You do not need to have any special skills to play the game. The application enables users:

- To have fun
- To train their memorization

Entry And Exit Criteria

Entry Criteria

- Access is provided
- Test when it is the final version

Exit Criteria

- All happy paths are covered
- Most test cases have passed
- There are no critical bugs

Objectives And Tasks

Objectives

The test objectives are to verify the functionalities of application and there are not major bugs.

Tasks

- Design test cases
- Manual testing
- Preparing bug and test report

Scope

Features to be tested

All features of the application which are defined in software requirements specs will be tested.

Manual testing

- Greeting system
- Gameplay system
- High score system
- Files

Features Not To Be Tasted

- The website

Approach

Test Types

- Smoke Testing
- System Testing

Estimation of the testing process

Task	Type	Complexity	Order	Days
Test Plan	Independent	3	1	4
Manual Testing	Independent	4	2	During the whole process
Test and Bug Report	Independent	4	3	6