Graphical user interface, text

Description automatically generated

# A picture containing shape Description automatically generatedIntroduction

This document provides a plan for testing the application we created about the “Atmos” game. This is an adventure game which is open world.

# Entry and exit criteria

## Entry criteria

* There is an access to the application.
* QA testing is started when the code development is finished.

## Exit criteria

* Most of the test cases are successful.
* There are not critical bugs which can ruin the user experience.

# Objectives and tasks

## Objectives

* The point of this testing is to make sure that the functionalities of the application don’t ruin the user experience.

## Tasks

* In order to successfully perform the testing the following things must be assured:
* Performing self-made testing.
* Preparing test reports.

# Scope

* Functions which deal with the application’s gameplay.

# Test strategy

* Manual testing

# A picture containing shape Description automatically generatedTesting process

## Results

* MS Excel for writing test reports and results.
* MS Word for making the plan.
* GitHub for reporting issues and problems.
* There is an access to the application.