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Logo

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Table of Contents

[TEst plaN 2](#_Toc89723955)

[ENTRY CRITERIA 2](#_Toc89723956)

[Exit CRITERIA 2](#_Toc89723957)

[OBJECTIVES 2](#_Toc89723958)

[SCOPE 2](#_Toc89723959)

[TEST DELIVERABLES 2](#_Toc89723960)

[RESOURCES 3](#_Toc89723961)

# Plan of narrowing down the target audience

Introduction

This is a document which provides a plan for testing our adventure games project. Our project has a website and a game. The first website contains information about the game and about us, as well as a download button for the game. The game itself is about a boy whose family was murdered and he somehow got a magic sword to kill the bad guy.

Entry and exit criteria

### ENTRY CRITERIA

* Game development has been paused until QA testing is finished
* High quality of back-end development
* High quality of front-end development
* High quality of source code

### Exit CRITERIA

* Most test cases are passed successfully
* There are no critical issues which ruin the playing experience

OBJECTIVES

### OBJECTIVES

### 

* The objectives of this testing process are to verify that the game works properly and does not have any bugs or issues that we consider for important

APROACH

### SCOPE

* Manual testing
  + Data input
  + Game interface
  + Function algorithms
  + Variables working

TESTING PROCESS

### TEST DELIVERABLES

* Excel file with description of the test suits filled with different test cases

RESOURCES

### RESOURCES

* Manual Unit Testing for testing functions and variables working in our project
* Excel as test case management tool
* GitHub for reporting problems with issues