**Картина, която съдържа лого

Описанието е генерирано автоматично**

Картина, която съдържа лого

Описанието е генерирано автоматично**Картина, която съдържа плик, аксесоар, векторна графика

Описанието е генерирано автоматичноALGEBRAIN**

**TEST**

**PLAN**

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* Entry
* Exit

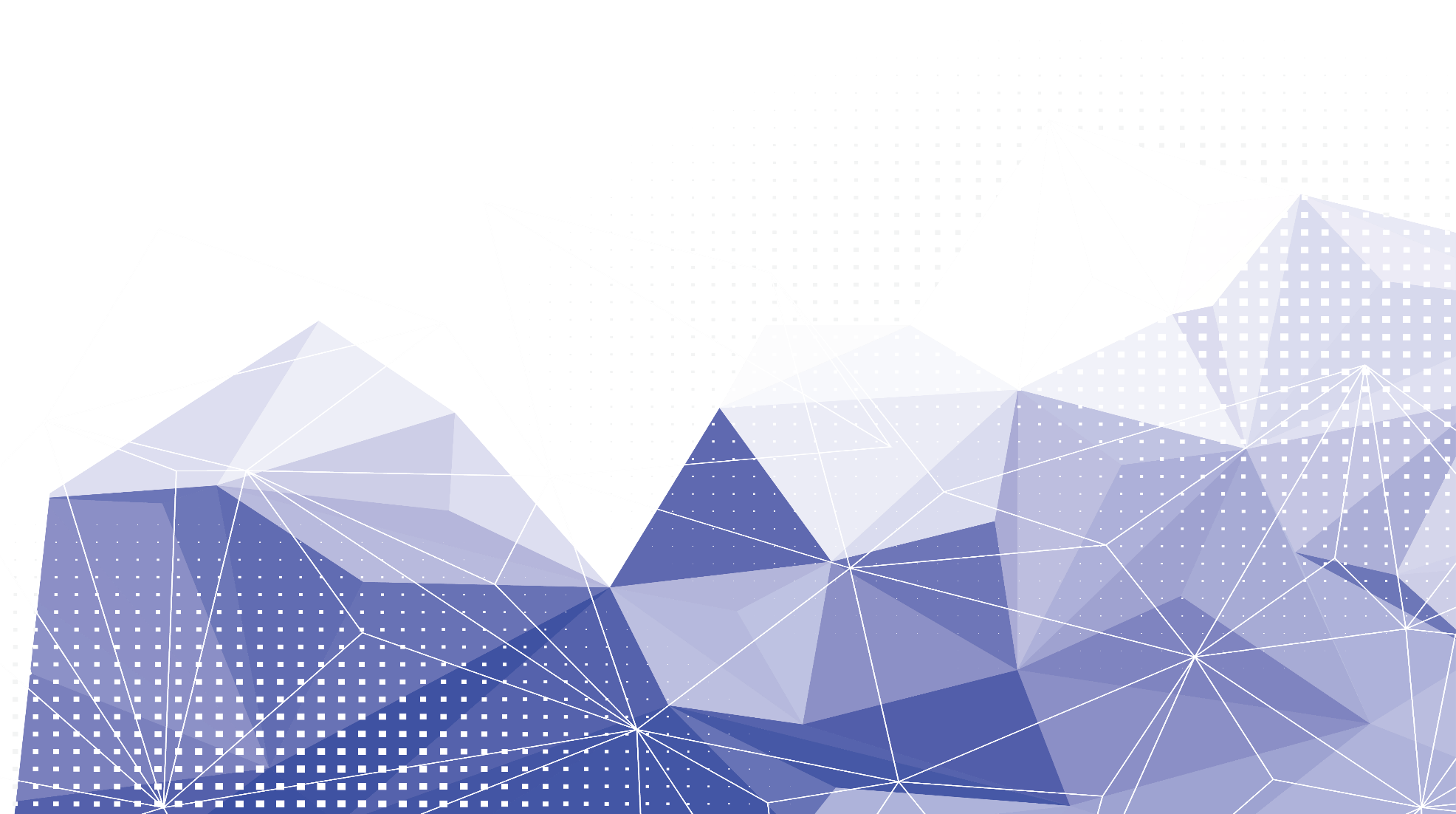
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* Картина, която съдържа чадър, аксесоар, плик

  Описанието е генерирано автоматичноResources



**1. Introduction**

**The game consists of 3 levels, each with a different difficulty. When the game starts, the player enters their own name and selects the difficulty level. In the process of playing, the player solves tasks and answers questions related to bitwise operations. If the player indicates a correct answer, a life is taken from the enemy, but if he marks a wrong answer, a life is taken from his. The game is won if the player manages to answer enough questions correctly to take down the enemy.**

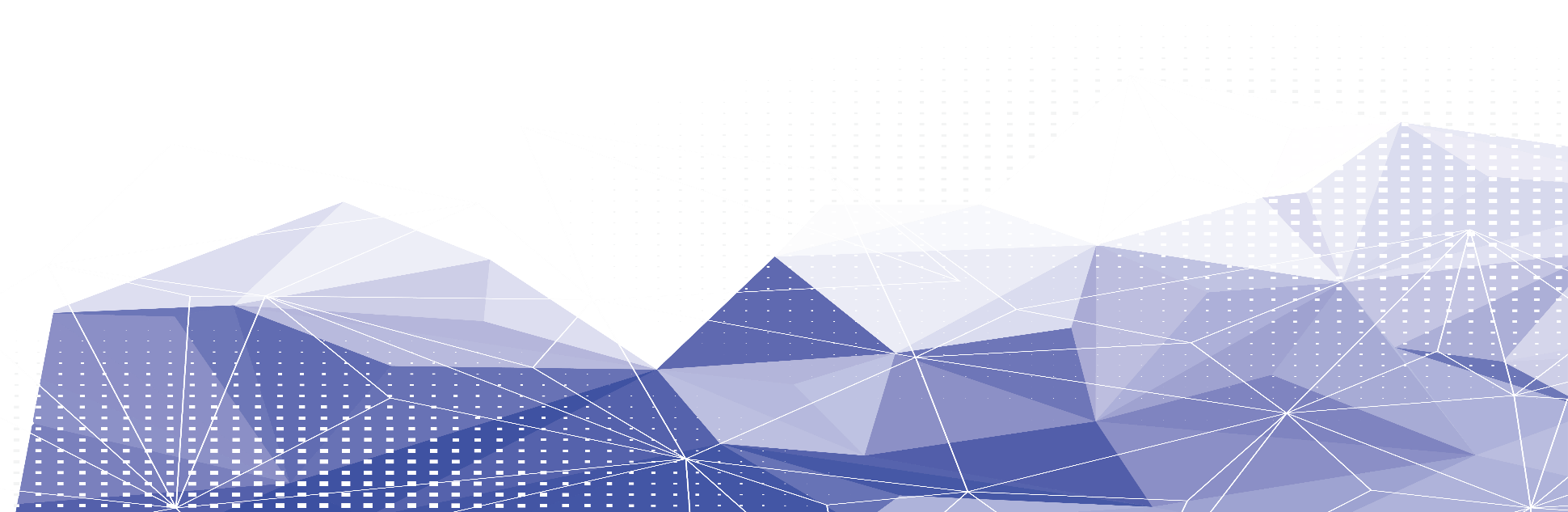
**2. Entry and Exit requirements**

**Exit**

* **Most of the tests are successful.**
* **There are no errors preventing the program from working.**

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**Entry**

* **Access to the game is provided.**
* **The first tests begin.**

**3. Project goals**

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**We aimed to organize ourselves well as a team and create a working program that people could use as a form of entertainment that also helps improving their thinking.**

**4. Tasks**

**The tasks that must be done to ensure our success are:**

* **To test the most important elements.**
* **Create multiple test cases.**
* **To prepare test and bug documentation.**

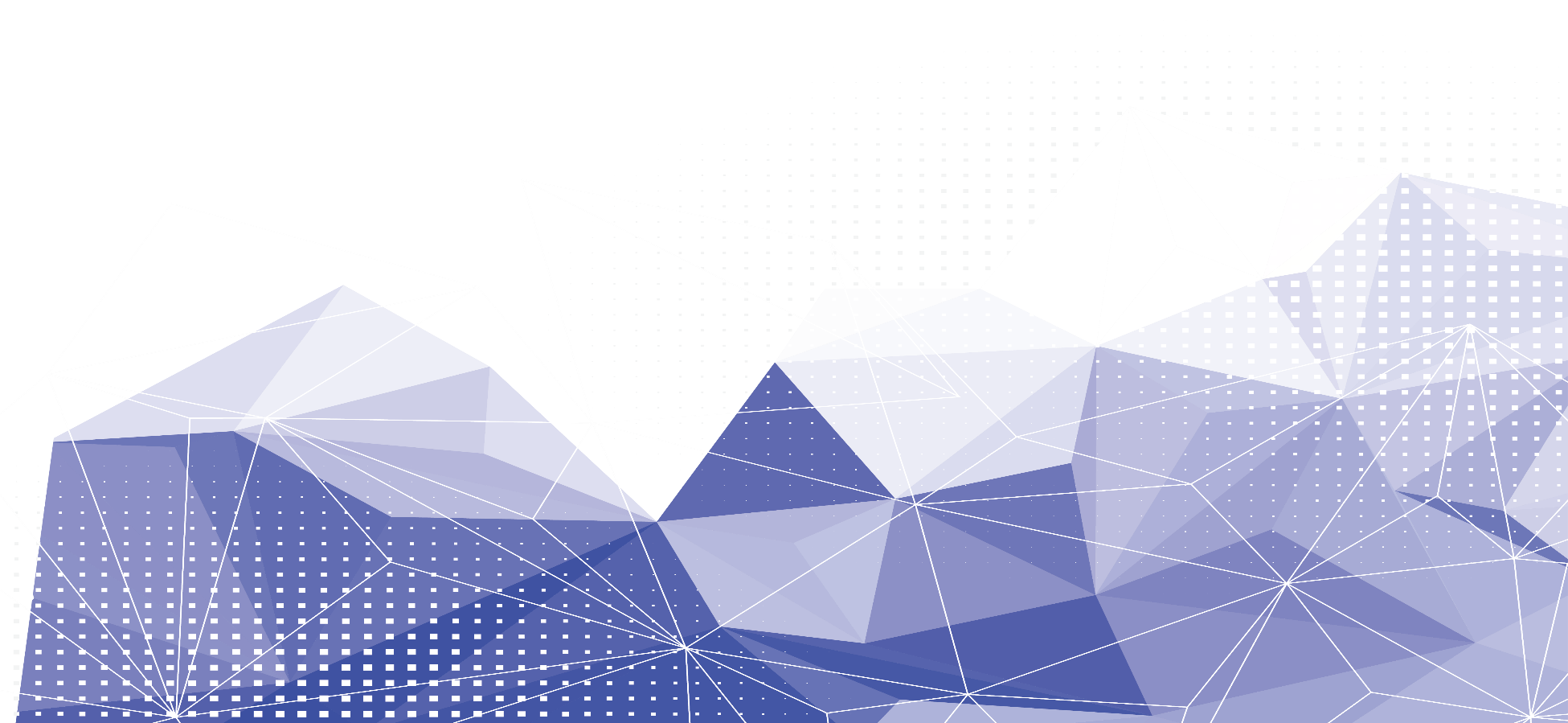
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**5. Testing**

**Manual testing**

* **Menu options.**
* **Checking that error messages are displayed.**
* **Checking that the correct values are accepted by the code.**
* **Function testing.**

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**​ 6. Testing process**

**Test results**

* **Excel table**
* **Test plan**

**Resources**

* **Excel for test management.**
* **Word for Test plan.**
* **GitHub for reporting issues.**

**Картина, която съдържа чадър, аксесоар, плик

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