

Test Plan

ICEMATH

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# Test Plan

Introduction

This is a document which provides a plan for testing our math game project. Our game contains 12 random math questions.

Entry and exit criteria

ENTRY CRITERIA

* High quality of back-end development
* High quality of source code

EXIT CRITERIA

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

OBJECTIVES

OBJECTIVES

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* The objectives of this testing process are to verify that all of the code work properly and do not have any major bugs or issues

APROACH

SCOPE

* + - Manual testing
    - Game interface
    - Menu options

TESTING PROCESS

TEST DELIVERABLES

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

RESOURCES

RESOURCES

* Excel as test case management tool