Test plan

Team TwentyOne

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# ENTRY AND EXIT CRITERIA

## ENTRY CRITERIA

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

## EXIT CRITERIA

* Most test cases are passed successfully.
* There are not critical issues which ruin the playing experience.

# OBJECTIVES

The objective of this testing process is to provide verification, at least 90% of the functionalities of the application are suitable for use and do not have any major bugs or issues.

# Approach

## Scope

* Manual testing
  + Game interface
  + Menu options
  + Data inputs
* Automated testing
  + Game function algorithms

# Testing process

## Test delivery

* Excel file with description and result of the different test cases.
* Test plan

# RESOURCES

* Microsoft Native Unit Testing framework for C++ for testing functions in our project.
* Excel as test case management tool.
* GitHub for reporting problems with issues.