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**Walter**

**Project Test Plan**

Contents

[1. Introduction 3](#_Toc130837232)

[2. Entry and Exit criteria 3](#_Toc130837233)

[3. Objective 3](#_Toc130837234)

[4. Approach 3](#_Toc130837235)

[5. Testing process 3](#_Toc130837236)

[6. Resources 3](#_Toc130837237)

Test Plan

# Introduction

* This is a document which provides a plan for testing our “Math Game”. Our project is to make an interesting application connected to the bitwise operators.

# Entry and Exit criteria

1. Entry criteria

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

1. Exit criteria

* Most test cases to be passed successfully.
* No critical issues which can ruin the user experience.

# Objective

* The objective of these processes is to ensure that at least 90% of the application’s functionality is usable and doesn’t have any bugs or issues.

# Approach

* Game interface
* Menu options
* Data input

# Testing process

* Excel file that has a description of the test cases.
* Test plan.

# Resources

* Excel as test case management tool.
* GitHub for reporting problems with issues.