WHALE TEST PLAN

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INTRODUCTION

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**Exit**

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

**Entry**

* Access to the game is provided.
* The first tests are successful.

Entry and Exit requirements

2

The game cosist of 3 levels, each with a different difficulty.In the process of playing, the player solves tasks and answers questions related to bitwise operations.The game is won if the player mnages to answer enough questions correctly.

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

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

Tasks

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

Project goal

3

Testing process

Testing

**Test results**

* Excel table
* Test plan

**Resources**

* Excel for test management.
* Word for Test plan and documentation.
* Github for reporting issues.
* Freepik.com for background images.

**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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