A yellow star on a black background

Description automatically generatedA logo of a planet

Description automatically generatedA cartoon of a white and blue astronaut

Description automatically generatedA cartoon of a white and blue astronaut

Description automatically generated

A yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generatedA yellow star on a black background

Description automatically generated

I. ENTRY AND EXIT CRITERIA

A. ENTRY CRITERIA

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

B. EXIT CRITERIA

* Most test cases have passed successfully.
* There are no critical issues which ruin the playing experience.

II. OBJECTIVES

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

III. Approach

1. Scope

* Manual testing
* Game interface
* Menu options
* Data inputs

IV. Testing process

1. Test delivery

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

V.    RESOURCES

* A yellow star on a black background

  Description automatically generatedExcel as test case management tool.
* GitHub for reporting problems with issues.

