M3B

Test plan

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

## B. EXIT CRITERIA

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

# II. 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.

III. APPROACH

A. Scope

· Manual testing

o Game interface

o Menu options

o Data inputs

· Automated testing

o Game function algorithms

IV. TESTING PROCESS

A. Test delivery

· Excel file with description and result of the different test cases.

· Test plan

V. 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.