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# **introduction**

This is a document which provides a plan for testing the application we created regarding a school project about our depiction of Educational Traveling theme. This is a game which represents the Bulgarian history, and you decide how everything turns out, playing with the most famous revolutionaries.

# **Entrance/exit Basis**

## **Entrance Basis**

* Application is successfully accessed.

## **Exit basis**

* All test cases have successfully passed.

# **Objectives/tasks**

## **Objectives**

* Goal of testing: Ensure a safe and pleasing experience during the game.

## **Tasks**

* In order to successfully perform the testing, the following things must be ensured:
* Highlight the most important functions to be tested.
* Self-made tests.

# **field**

* The application’s functions that ensure everything is working.

# **Testing process**

## **Results**

* Excel sheets that provide information about test cases in every different section of the game. It also includes the results and expectations.

## **Resources**

* MS Excel for writing test reports and results.
* MS Word for making the test plan and documentation.
* Github for reporting issues and problems and code environment.