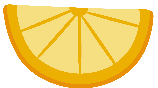
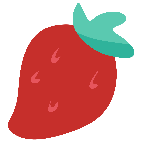
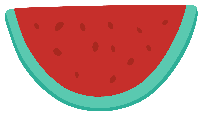
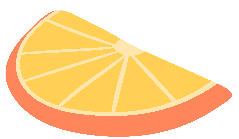
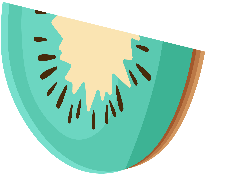
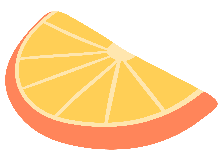
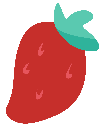
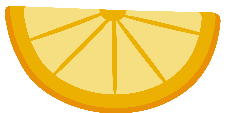
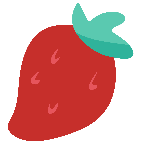
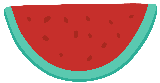
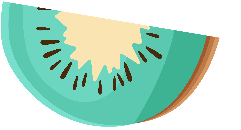
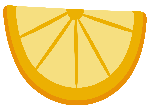
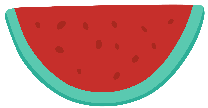
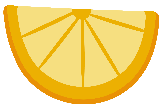
**March 2021**

TEAM SWEET SPOT



**Project**

**for Musala Soft Sprint**

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# 1. Introduction

This is a document that provides a test plan for the School system SWEET-SPOT for the Musala Soft Sprint project.

# 2.Entry and exit criteria

## 2.1 Entry criteria

* Access to the system is provided
* Code development has been paused until QA testing is finished
* Checking for data entry errors
* Check that the entered data goes to the correct files

## 2.2 Exit criteria

* Most test cases are passed successfully
* There are no critical issues which ruin system
* There is no more time left
* Check that it displays the correct data

# 3.Objectives and tasks

## 3.1 Objectives

* The purpose of this testing process is to ensure that most of the functionality of the application is suitable for use and does not have major errors or problems.

## 3.2 Tasks

* The foremost tasks that must be completed to successfully test the program will be:
* Defining the most important elements to be tested
* Designing the various test cases
* Performing manual testing
* Preparing test and bug reports

# 4.Scope

* Manual testing
* System interface
* Menu options
  + Data input
* Verify that different error messages are displayed for different occasions
* Verify that correct values by requirements are considered acceptable by the code

# 5.Approach

* Here is a description of the techniques used to test the application
* Functional testing
* Usability testing
* Unit testing
* Approach to automation

# 6. Testing process

## 6.1 Deliverables

* Excel file with description of the test suits filled with different test cases
* Test plan

## 6.2 Resources

* Excel as test case management tool
* GitHub for reporting problems