**МASTER TEST PLAN**

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# INTRODUCTION

This document provides a plan to test a console-based game. The game is a C++ application used by gamers mostly. The application enables users to:

* Guess numbers
* To play LAN multiplayer

# DEFINITIONS

CBG - Console-Based Game

# ENTRY AND EXIT CRITERIA

## Entry Criteria

1. Software requirements are provided
2. Functionality is deployed on environment
3. Required access is provided
4. Test procedures defined
5. Completion of Unit testing
6. Code freeze

## Exit Criteria

1. All happy paths are covered
2. All prio1 test cases are executed and pass
3. There are no blocking or critical severity defects
4. When GitHub checklist is 90% covered
5. When time runs out

# OBJECTIVES AND TASKS

## Objectives

The test objectives are to verify the functionalities of the game to guarantee all of them in a real business environment.

The test plan aims to define entry and exit criteria, time constraints, role responsibilities, problem reporting and coordinating all necessary testing and control activities.

## Tasks

The main tasks that will be completed in accordance with the test objectives will be:

1. Performing a detailed analysis of the application functionalities;
2. Setting the appropriate testing levels and types;
3. Executing manual tests;
4. Preparing test and bug reports.

# SCOPE

## Features to be tested

All features of the CBG which are defined in software requirements specs will be tested.

### Manual Testing

* User interactions
* All of the functionalities of the game

### Exploratory testing

* Verify input is correctly introduced
* Verify input is in the fixed range

### Automation

* Verify there are no duplicate numbers in the input
* Verify errors display correctly

## Features not to be tested

1. The interface of the application
2. The website

# APPROACH

This section describes all of the major activities and techniques that are used to test.

1. Test Types and Levels

* Functional testing
* Usability testing
* System level
* Integration level

1. Test Design Techniques

* Use case testing
* Exploratory testing

# TESTING PROCESS

## Test Deliverables

1. CBG Summary Test Report
2. CBG Issue report

## Responsibilities

1. QA Team
   1. Design high-level test cases
   2. Test Case Manual Execution
   3. Bug and test case summary reports

## Resources

1. Visual Studio as source code management tool
2. Visual Studio as a tool for bug logging/tracking
3. Word and Excel for the Test plan and Test cases

# Estimation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Type | Complexity | Order | Days |
| Test plan | Independent | 3 | 1 | 2 |
| Test Report | Independent | 4 | 5 | 1 |
| Bug Report | Independent | 4 | 6 | 1 |
| Manual Testing | Dependent | 4 | During the whole process | - |
| Exploratory testing | Dependent | 3 | During the whole process | - |

Total count of days: 4

# ENVIRONMENT REQUIREMENTS

OS:

* Windows 10 Home, Version: 1903, 64-bit
* MACOS Catalina, Version: 10.15.1 (19B88), 64-bit