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# TEst plaN

Introduction

In this document you can see the plan for the testing of our card game project. Our game is based on the card game “Booleo”. By using boolen cards and operations the user is trying to make a piramid.

Entry and exit criteria

### ENTRY CRITERIA

* Code development has been paused until QA testing is finished
* High quality of source code

### Exit CRITERIA

* Most test cases didn’t pass successfully
* There are some critical issues which ruin the playing experience

OBJECTIVES

### OBJECTIVES

* The objectives of this testing process are to verify that everything works as intended.

APROACH

### SCOPE

* Manual testing
  + Game interface
  + Menu options
  + Data input
* Automated testing
  + Game function algorithms

TESTING PROCESS

### TEST DELIVERABLES

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

RESOURCES

### RESOURCES

* Excel as test case management tool
* GitHub for reporting problems with issues
* Microsoft word for writing the documentation