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# TEst plaN

Introduction

This is a document which provides a plan for testing our physics game project. Our game has score which the user can get and if it is 0 the game stops.

Entry and exit criteria

### ENTRY CRITERIA

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

### Exit CRITERIA

* Most test cases are passed successfully
* There are no critical issues which ruin the playing experience

OBJECTIVES

### OBJECTIVES

### 

* The objectives of this testing process are to verify that all of the code work properly and do not have any major bugs or issues

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

* 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