Test strategy

1. Requirements elicitation: The game consists of three reels that spin when you press the spin button. When the spin ends you will get one of the following three messages based on your winning status:

1. ”No Win, try again.” if none of the symbols are equal.  2. “Small win, try again to win more.” if two of the symbols are equal.  3. “Big win, congratulations.” if all symbols are equal.

2) Features to be tested: Spin button, No win scenario, Small win scenario, Big win scenario

3) Types of testing to be performed:

Functional testing, UI testing, user acceptance, Compliance testing, localisation testing, Mobile testing, Automation testing, testing on different software and hardware configurations, Content Testing to validate the following aspects of the game:

o Is the content appropriate for the gamers?

o How easy it is to understand the content?

4) Big Tracking tool: XYZ

5) Test entry criteria:

Defined and Approved Requirements

Test Plan, Test Cases and Test Data

Test Tools

Testable Game with Appropriate Test Environment

Test exit criteria:

Ensuring all critical Test Cases are passed

Identifying and fixing all the high-priority defects

Re-testing and closing all the high-priority defects to execute corresponding Regression scenarios successfully