**Team ZaFe’s QA documentation**



1. Our product

Our product is a game made on C++ about submarine battles. Game genre is similar to another known game in Bulgaria called “Bulls and Cows”. It has the base game, which is explained in the main documentation, a login/register system, different game modes and difficulty levels.

2. My test strategy

My test strategy is to check every single function with least expected inputs for the program and see how the program will answer. I’m looking for best quality, so for achieving it I need to test all difficulty levels, login/register functions and etc.

3. Criteria:

When you first enter the game, it welcomes you with a fancy screen. It asks you to log your account in or register a new account which has to be saved in acc.txt. I have to check if it the program responds to incorrectly typed password or username. If everything is checked I have to proceed to the next step after logging in. I have to test all game modes. I need to see if all of them work fine and warn me if I type something wrong.

4. Resource Planning:

I usually check all possible cases that someone would give to our program. Even the slightest bits. For example, if you get a text on the screen “Enter 1 to go back: ” or something similar I tried to type everything but ‘1’ just to be clear that the program warns me for wrong input. Otherwise, I need to contact our developers about all the bugs, recommend them a solution and fix all the problems.

|  |  |  |
| --- | --- | --- |
| Function name | Executed | Passed |
| points1() | 100% | 100% |
| points2() | 100% | 100% |
| difficultyForPlayer() | 100% | 100% |
| difficultyForComputer() | 100% | 100% |
| rules() | 100% | 100% |
| customizeView() | 100% | 100% |
| battleVsPlayerNormal() | 100% | 90% |
| battleVsPlayerHard() | 100% | 100% |
| battleVsComputerNormal() | 100% | 100% |
| battleVsComputerHard() | 100% | 100% |
| askingUser() | 100% | 100% |
| MainMenu() | 100% | 100% |
| login() | 100% | 100% |
| Register() | 100% | 100% |
| checkAcc() | 100% | 100% |
| generateWithoutRepetitveNumbers() | 100% | 100% |
| generateRepetitiveNumber() | 100% | 100% |
| getUserInput() | 100% | 100% |
| guessedNumbersAndPositions() | 100% | 100% |
| guessedNumbers() | 100% | 100% |
| repetitiveNumbers() | 100% | 100% |
| inRange() | 100% | 100% |
| checkInt() | 100% | 100% |

