

Test plan by the astronauts

Table of Contents

[Introduction 3](#_Toc121855739)

[Entry and Exit Criteria 4](#_Toc121855740)

[Entry Critteria 4](#_Toc121855741)

[Exit Critteria 4](#_Toc121855742)

[Objectives 5](#_Toc121855743)

[Scope of the testing 6](#_Toc121855744)

[Testing process 7](#_Toc121855745)

[Results 7](#_Toc121855746)

[Resources 7](#_Toc121855747)

# Introduction

**This document provides information about the testing of our game we created for a school project about a word game.**

# Entry and Exit Criteria

## Entry Critteria

**• Make sure there is access to the application.  
• QA testing is started after the code development is ready.**

## Exit Critteria

**• Most if not all test cases are successful.  
• There are no critical bugs that can ruin the user experience.**

# Objectives

**The aim of the QA testing is to make sure that the application is running smootly without any functional bugs.**

# Scope of the testing

**• Functions that are related with the functionality of the application.**

**• Functions that are related with the gameplay of the application.**

# Testing process

## Results

**• Test plan with the test strategy.**

**• A place with every test that was made during the testing process. Which also includes the results.**

## Resources

**• MS Word for making the test plan.**

**• MS Excel for writing test reports and results.**

**• Github for reporting issues.**