

Test Manual

SportTracks Playback and Document Link Plug-ins

CITS3200 Professional Computing

Group I

comprising

Zac Zare Zarev, 10210730

Andrew Phillip Smith, 20356174

Rufus Heath Samuel B. Garton-Smith, 20249818

Sebastian Stewart John Carrie-Wilson, 20138312

Dang Khoa Huynh Nguyen, 20568537

Jit Ann Joel Tan, 10863621

School of Computer Science and Software Engineering
Faculty of Engineering, Computing & Mathematics

The University of Western Australia
35 Stirling Highway
Crawley, WA 6009
Perth, Australia

Revision History:

Version R0.1 7/9/09 Jit Ann Joel Tan, Created

Authorization:

Sebastian Carrie-Wilson, Team Leader

Date

Dr Matthew Doyle, Client

Date

Document References

Requirement Analysis Document (RAD)

Test Summary

There are 6 primary functions to be tested. They are listed below in order of importance:

- 1) Linking to external files (including the User Interface)
- 2) Display of icons along the track for external files
- 3) Multiple playback speeds
- 4) Playback of a particular segment
- 5) Auto panning during a playback
- 6) Link to a simple text editor

Testing Strategy

There are two different groups are working on individual plug-ins, each group will test their own as well as the other plug-in. The client will also conduct the tests in collaboration with our group. There are 2 tests derived for this testing document.

Test A: Linking to external files and simple text (including the User Interface)

Ensure that linking, editing or removing text or links is seamless and has no logical errors

Test Specification

- Menu must appear logically and without interrupt
- Files must be saved and links must be established without any error
- Viewing of files must result in a correct and appropriate program execution
- Removing of files must be clean and error-free

Test Description

- Menu appears on mouse click of point.
- Menu appears in correct location (close to, not covering, point).
- Menu buttons provide feedback on mouse hover.
- Add link button spawns a file select box on click.
- Add link button attaches a link to the point.
- Open link button appears if link attached to point
- Open link button includes name of file linked to point.
- Open link button successfully opens file linked to point.
- Add link button renamed to 'edit link' if link attached to point.
- Remove link button appears if link attached to point.
- Remove link button spawns remove confirmation window.
- Remove link button remove link from point, does not delete file.
- Menu disappears after relevant action taken.

- Menu disappears after clicking on another point.
- New menu appears after clicking on another point.
- Menu disappears after clicking on white space.
- Add text button spawns text entry box on click.
- Text entry box allows for entry of text.
- Text entry box allows for deletion and editing of text.
- Text entry box includes functional scroll bar if necessary.
- Done button saves text entry for point.
- Text entry box and menu disappear on click of done button.
- Add text button renamed to 'edit text' if text attached to point.
- Remove text button appears if text attached to point.
- Edit text button spawns text entry box.
- Remove text button spawns delete confirmation window.
- Remove text button deletes text from point, deletes file.

Test B: Playback function

Ensure that the states in the playback plug-in work correctly and transition without failure

Test Specification

- Buttons must have correct function when clicked, and function must execute on the activation of the trigger
- Positions and occurrences must be free from logical error

Test Description

- When the plugin is initialised, the marker will be at the beginning of the route and no playback will be ongoing.
- Starting the playback. Dragging the position indicator to any point and pressing the play button will start the playback at the specified playback speed from that point. The play button will depress and “pop” back up to acknowledge a depression. Further pressing of the play button will not have any effect on the current playback. The position indicator will move as the playback is ongoing.
- Stopping the playback during playback. Pressing the stop button will stop the playback and bring the position indicator to the beginning. The stop button will depress and “pop” back up to acknowledge a depression. Further pressing of the stop button will not have any effect.
- Pausing the playback during playback. Pressing the pause button will stop the playback but the position indicator will remain at the present spot until further alteration, such as dragging. The pause button will depress and “pop” back up to acknowledge a depression. Further depression of the pause button will have no effect.
- Fast forwarding during playback. Pressing the fast forward button will temporarily fast forward the marker’s movement. The button will depress and “pop” back up to acknowledge a depression. Further successive depressions of the button will increase

the forwarding speed. Successive depressions of the rewind button will decrease the forwarding speed. It will then continue to fast forward.

- Rewinding during playback. Pressing the rewind button will temporarily rewind the marker's movement. Successive depressions of the rewind button will result in faster rewinding. Successive depressions of the fast forward button will result in slower rewinding. It will then continue to rewind.
- Changing the speed during playback. Changing the speed by entering a new value in the text box will automatically halt the playback. The user will have to manually continue the playback by pressing the play button. Entering an incorrect value (such as words instead of numbers) will result in a prompt for the user to enter a legitimate value
- Dragging the pointer during playback. Dragging the pointer during playback will instantly halt the playback until the pointer is released, following which, playback will resume from that spot.
- Fast forwarding in a stationary state. Pressing the fast forward button when playback is not underway will cause the plugin to fast forward the marker's movement. Successive depressions of the fast forward button will result in an increase in speed of the fast forwarding. Successive depressions of the rewind button will result in a decrease in speed of the fast forwarding.
- Rewinding in a stationary state. Pressing the rewind button when playback is not underway will cause the plugin to rewind the marker's movement. Successive depressions of the rewind button will result in an increase in speed of the rewinding. Successive depressions of the fast forward button will result in a decrease in speed of the rewinding
- Determining the route during playback. Dragging the beginning or end route markers during playback will halt the playback. If the position marker does not fall within the following defined route, it will follow the limit of the closest marker.
- Determining the route in a stationary state. Dragging the beginning or end route markers in a stationary state will determine the segment to be played back.