

08351 Development Project – Manual User Testing Record

Group 2 – ‘Scenarios’ Unity Application

ID	Test Description	Input	Expected Output	Actual Output	Comments
0	Testing basic movement using WASD	Pressing the W key	Pitch the camera up	Pitches the camera up	N/A
1	Testing basic movement using WASD	Pressing the S key	Pitch the camera down	Pitches the camera down	N/A
2	Testing basic movement using WASD	Pressing the A key	Rotate the camera left	Rotates the camera left	N/A
3	Testing basic movement using WASD	Pressing the D key	Rotate the camera right	Rotates the camera right	N/A
4	Starting the scenario	Pressing the space bar	Starts the scenario	Started the scenario	Requires correct file paths for default or imported scenes
5	Pausing the scenario	Pressing the P key	Scenario fades to black	Scenario faded to black	Unpausing restarts the current segment
6a	Toggling the Fire Extinguisher	Pressing the U key	Displays particle effect	Displays particle effect	Only in scenes where a fire extinguisher is enabled
6b	Toggle fire extinguisher in a scene without fire extinguisher enabled	Pressing the U key	No effect	No effect	N/A
7a	Toggle Fire	Pressing the T key	Displays particle effect	Enabled fire in scene	Only in scenes with fire
7b	Toggle Fire in a scene without fire	Pressing the T key	No effect	No effect	N/A
8a	Toggle Smoke	Pressing the Y key	Displays particle effect	Smoke appeared in scene	Only in scenes with smoke
8b	Toggle Smoke in a scene without smoke	Pressing the Y key	No effect	No effect	N/A
9a	Toggle Emergency Lighting	Pressing the U key	Dimming of lights, red hue fluctuating	Lowered brightness with red hue included	Only in scenes with emergency lighting enabled

9b	Toggle Emergency Lighting in scene without emergency lighting enabled	Pressing the U key	No effect	No effect	N/A
10a	Toggle Alarm sounds in scene with alarms	Pressing the O key	SFX plays	SFX played	Only in scenes with alarm enabled
10b	Toggle alarm sounds in scene without alarms	Pressing the O key	No SFX plays	No SFX plays	N/A
11	Exit the application	Pressing the ESCAPE key	Application exits	Application does not exit	Application did not exit in editor mode, but did in built mode
12	Selecting a choice	Hold gaze on choice box	Countdown plays, fade out, fade into new video segment	Countdown plays, fade out/in to new segment	N/A
12	Loading different video segments from the JSON data	JSON file	Program starts and video segment plays upon pressing space	Video correctly loaded and starts normally	Tested with starionary1, trolley1 and walking1 video files.