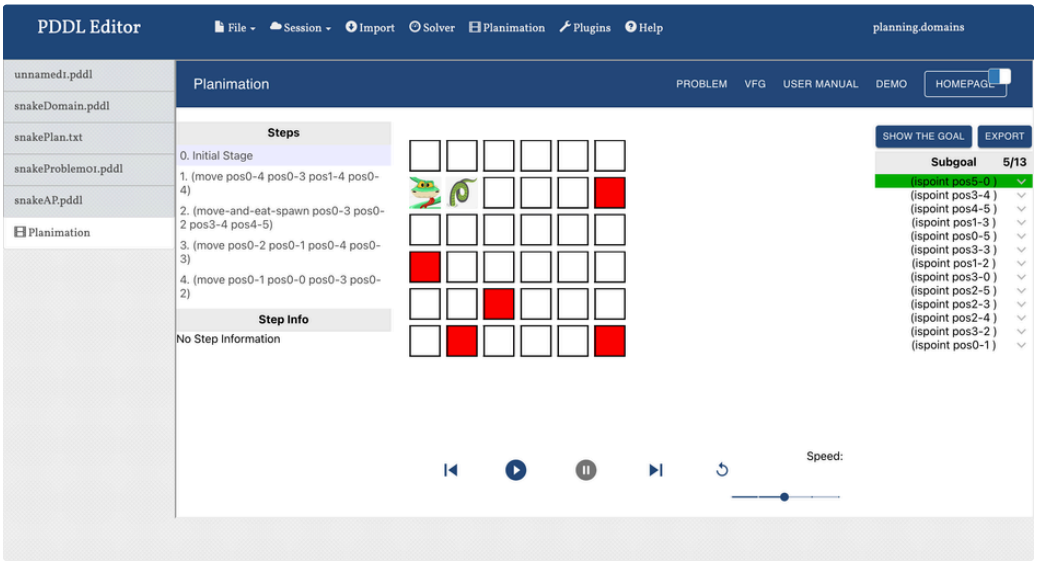
Test Case

We have used Unit Testing and Acceptance Testing as our technique.

Unit Test for Sprint 1&2

Unit Testing 1:

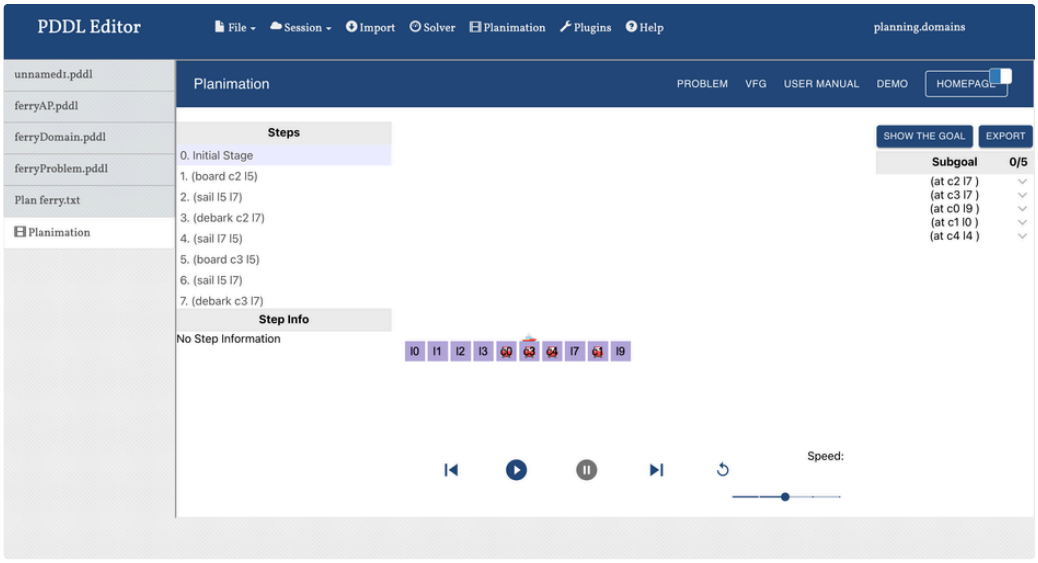
- Description: Displaying the animation of the Snake Game.
- Related User Story: US1
- Expect Outcome: The Snake is displayed with the correct path.
- Actual Outcome:



- Summary: The Snake is displayed with the correct path
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 2:

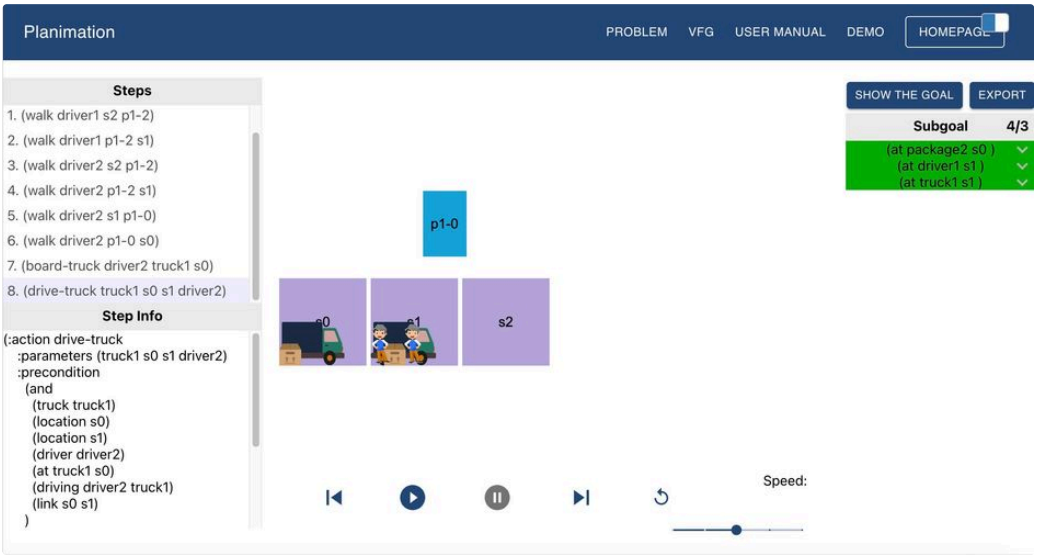
- Description: Displaying the animation of a Ferry Transport problem.
- Related User Story: US2
- Expect Outcome: Ferry Transport problem is solved and displayed with correct steps.
- Actual Outcome:



- Summary: Ferry Transport problem is solved and displayed with correct steps
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 3:

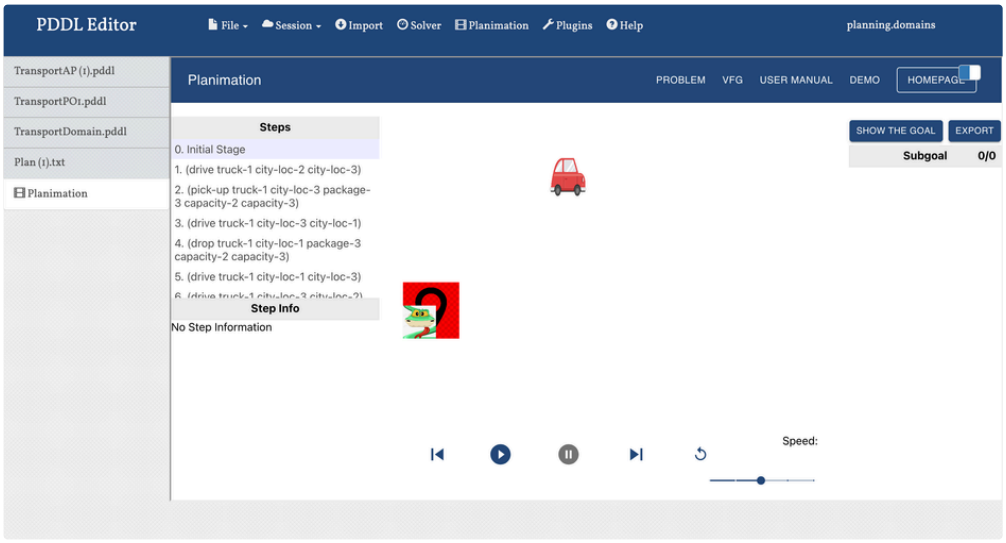
- Description: Displaying the animation of a Driverlog problem.
- Related User Story: US3
- Expect Outcome: Driverlog problem is solved and displayed with correct steps.
- Actual Outcome:



- Summary: Driverlog problem is solved and displayed with correct steps
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 4:

- Description: Displaying the animation of a Transport problem.
- Related User Story: US4
- Expect Outcome: Transport problem is solved and displayed with correct steps.
- Actual Outcome:



- Summary: The transportation problem has not been solved yet
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 5:

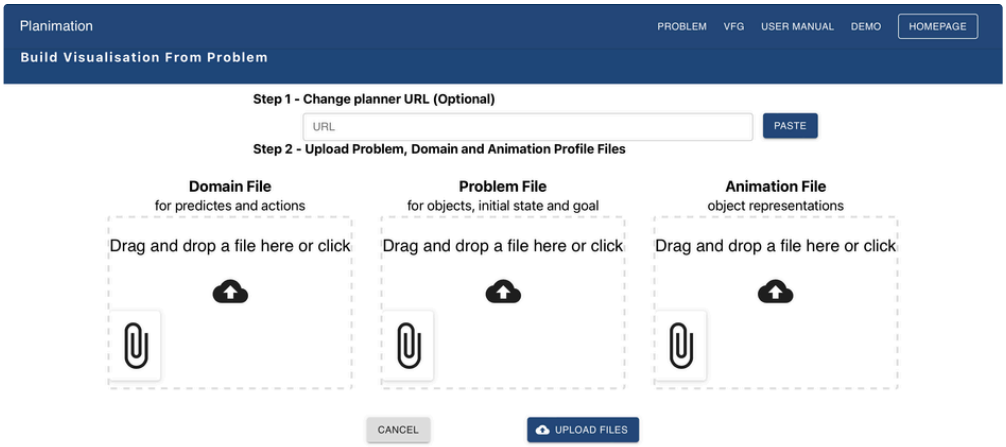
- Description: Displaying the animation of a Movie Night problem.
- Related User Story: US5
- Expect Outcome: Movie Night problem is solved and displayed with correct steps.
- Actual Outcome: None
- Summary: The Movie Night problem has not been solved yet
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 6:

- Description: Displaying the animation of a Parking problem.
- Related User Story: US6
- Expect Outcome: Parking problem is solved and displayed with correct steps.
- Actual Outcome: None
- Summary: The Parking problem has not been solved yet
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 7:

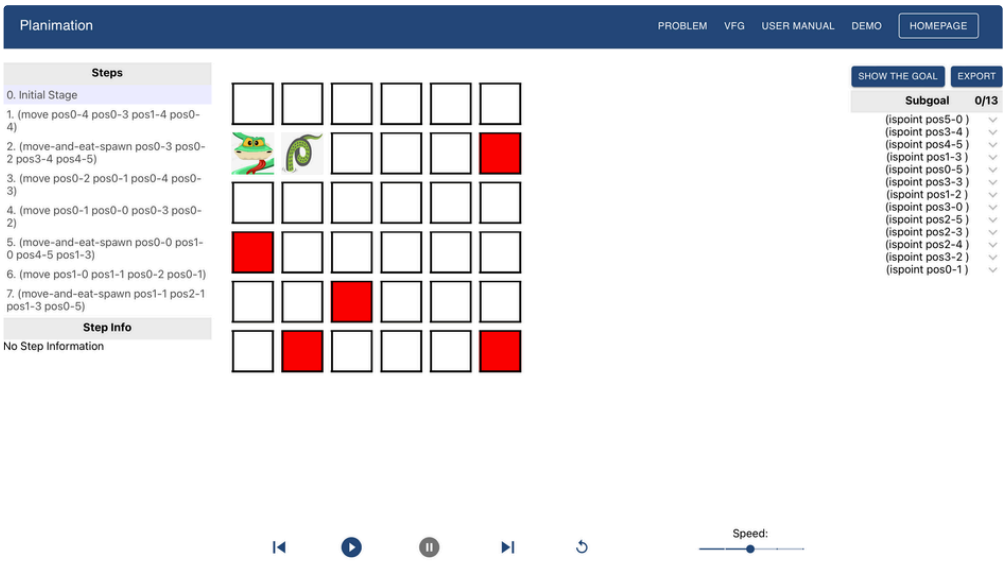
- Description: Uploading PDDL files to the website.
- Related User Story: US7
- Expect Outcome: All tested files are submitted successfully, and displayed.
- Actual Outcome:



- Summary: All tested files are submitted successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 8:

- Description: Test visualiser capable of playing the generated animations.
- Related User Story: US8
- Expect Outcome: Run the project locally and successfully.
- Actual Outcome:

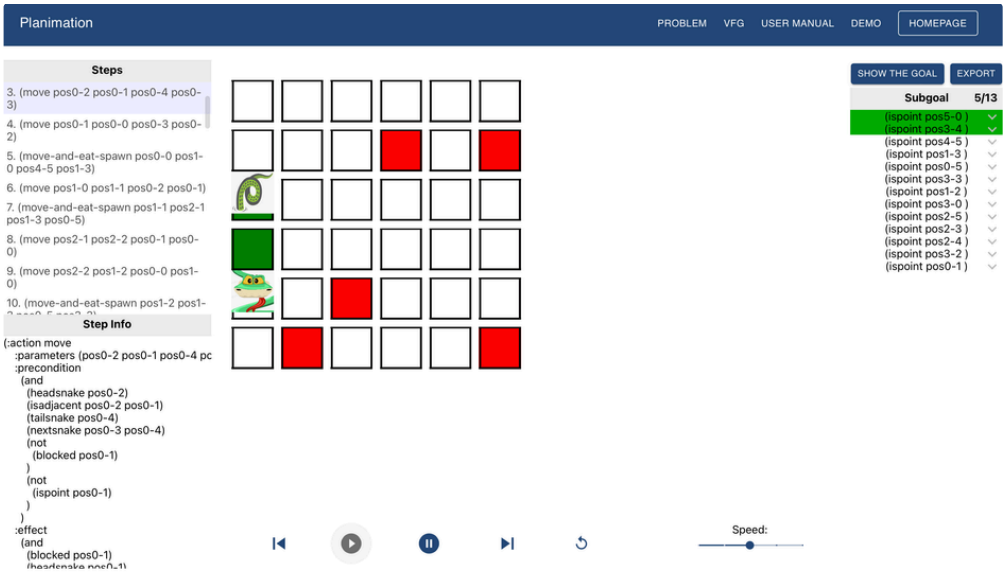


-
- Summary: Run the project locally and successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 9:

- Description: Play the generated animation.

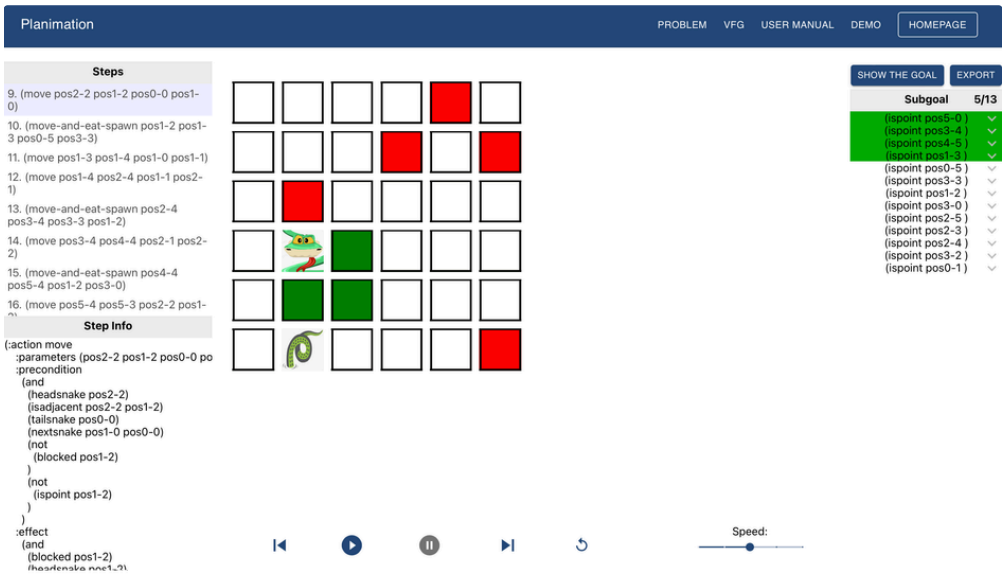
- Related User Story: US9
- Expect Outcome: The Play Button implements successfully.
- Actual Outcome:



- Summary: The Play Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 10:

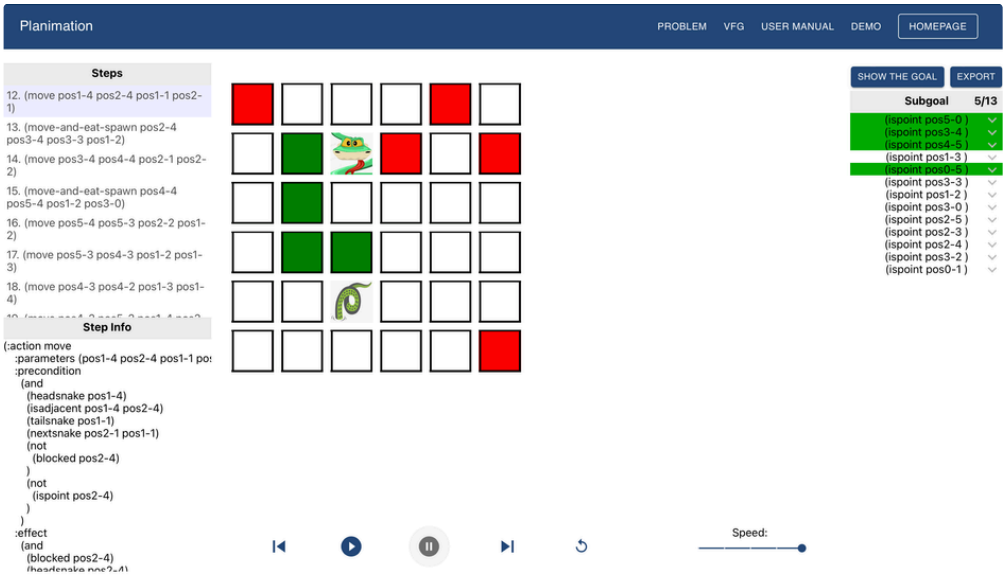
- Description: Pause the generated animation.
- Related User Story: US10
- Expect Outcome: The Pause Button implements successfully.
- Actual Outcome:



- Summary: The Pause Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 11:

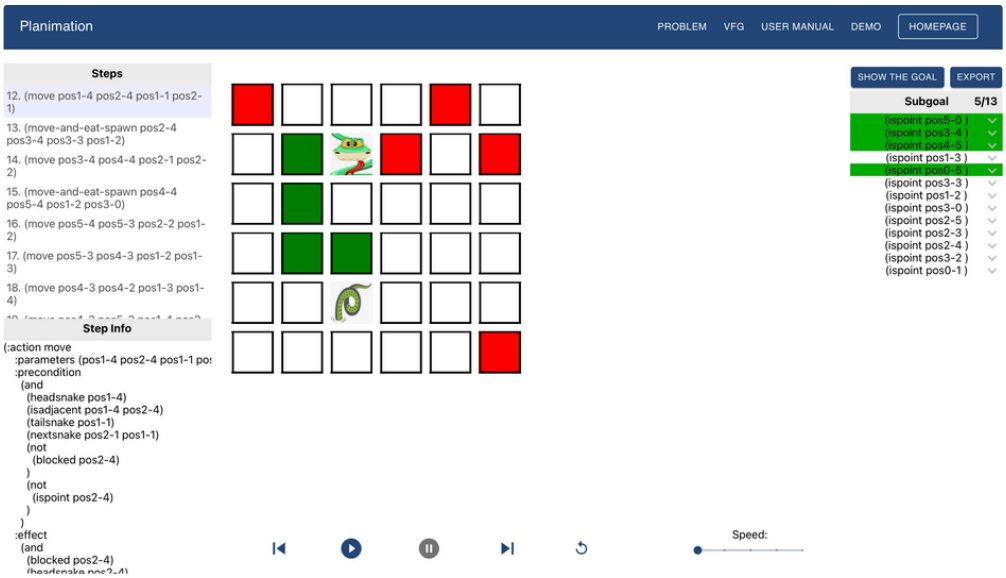
- Description: Skip several steps of the generated animation.
- Related User Story: US11
- Expect Outcome: The Fast Button implements successfully.
- Actual Outcome:



- Summary: The Fast Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 12:

- Description: Track back several steps of the generated animation.
- Related User Story: US12
- Expect Outcome: The Fast Backward Button implements successfully.
- Actual Outcome:

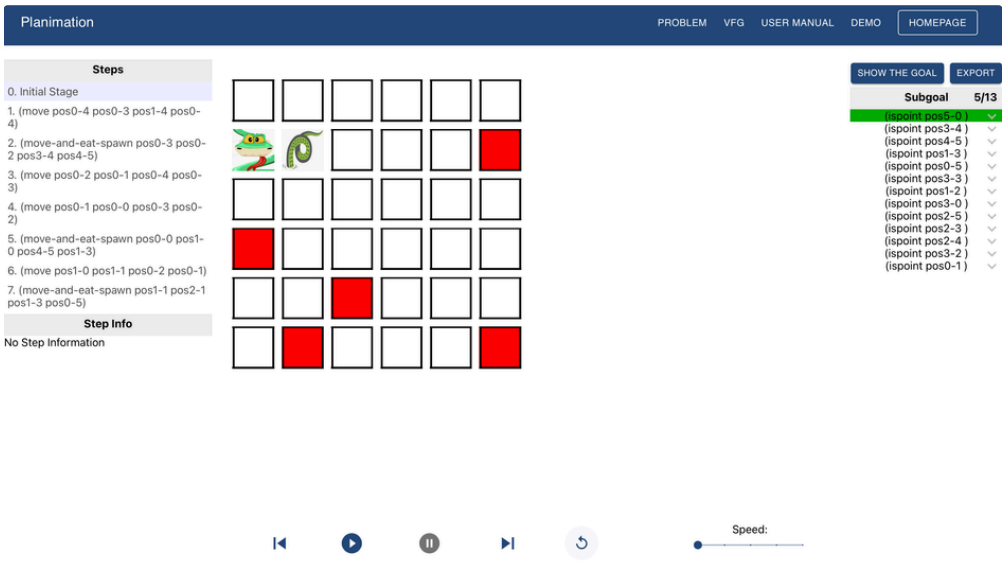


- Summary: The Fast Backward Button implements successfully

- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 13:

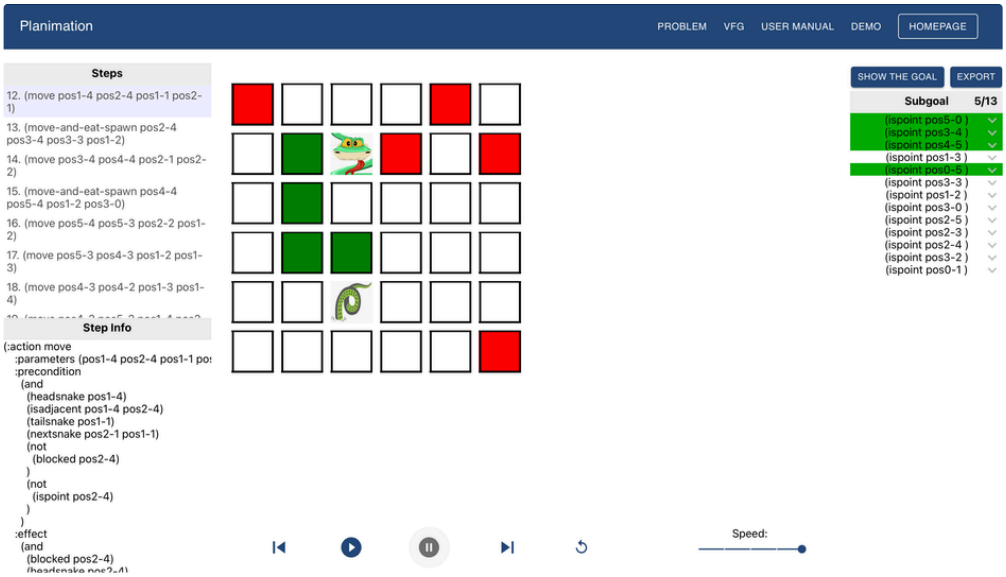
- Description: Reset the generated animation.
- Related User Story: US13
- Expect Outcome: The Reset Button implements successfully.
- Actual Outcome:



- Summary: The Reset Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 14:

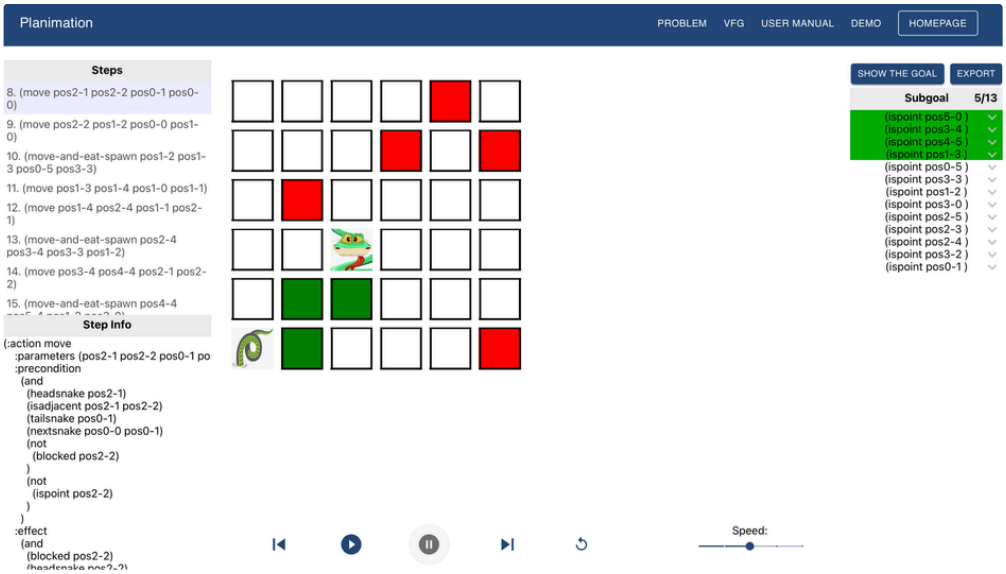
- Description: Adjusting speed of the generated animation.
- Related User Story: US14
- Expect Outcome: The Speed Controller implements successfully.
- Actual Outcome:



- Summary: The Speed Controller implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 15:

- Description: Finding a particular step of the generated animation.
- Related User Story: US15
- Expect Outcome: The Step Panel implements successfully.
- Actual Outcome:

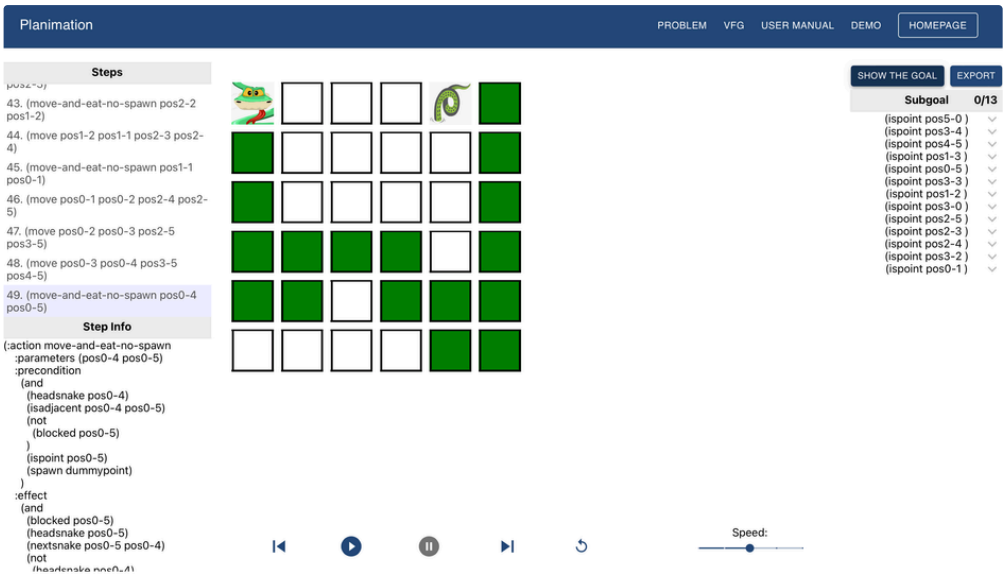


- Summary: The Step Panel implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 16:

- Description: Finding the result of the generated animation.
- Related User Story: US16

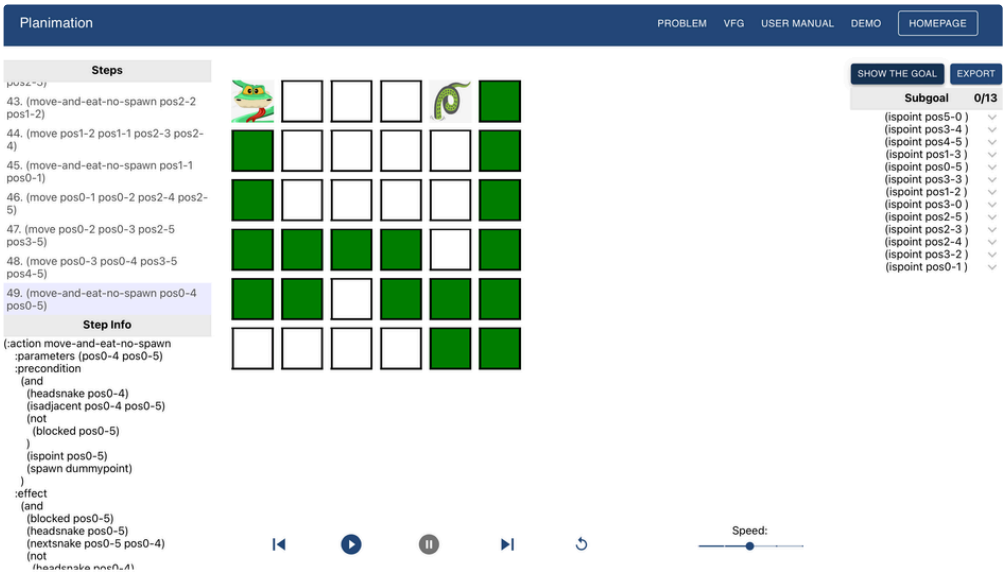
- Expect Outcome: The Final Goal Button implements successfully.
- Actual Outcome:



- Summary: The Final Goal Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Testing 17:

- Description: Downloading the result of the generated animation.
- Related User Story: US17
- Expect Outcome: The Export Button implements successfully.
- Actual Outcome:

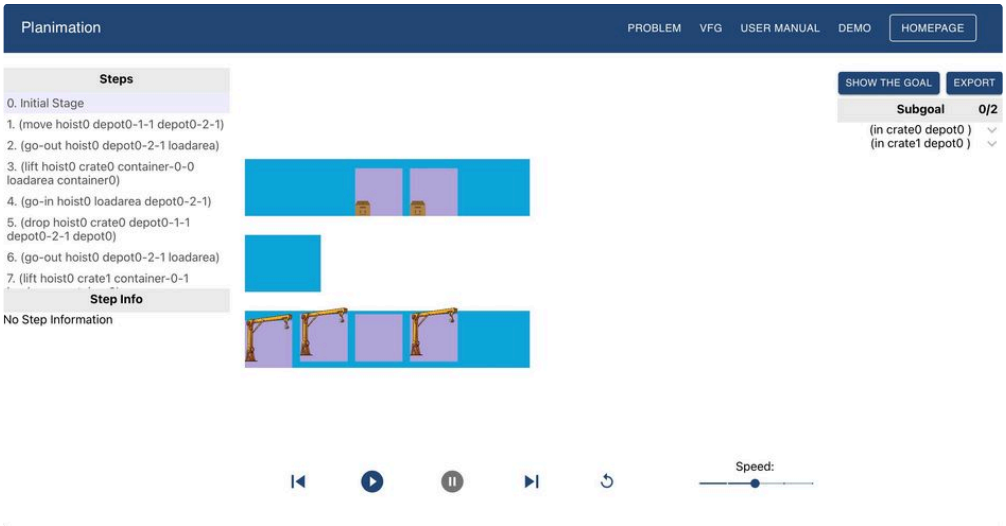


- Summary: The Export Button implements successfully
- Test Date: 1 May
- Tester: Lantian Yan

Unit Test for Sprint 3

Unit Testing 18:

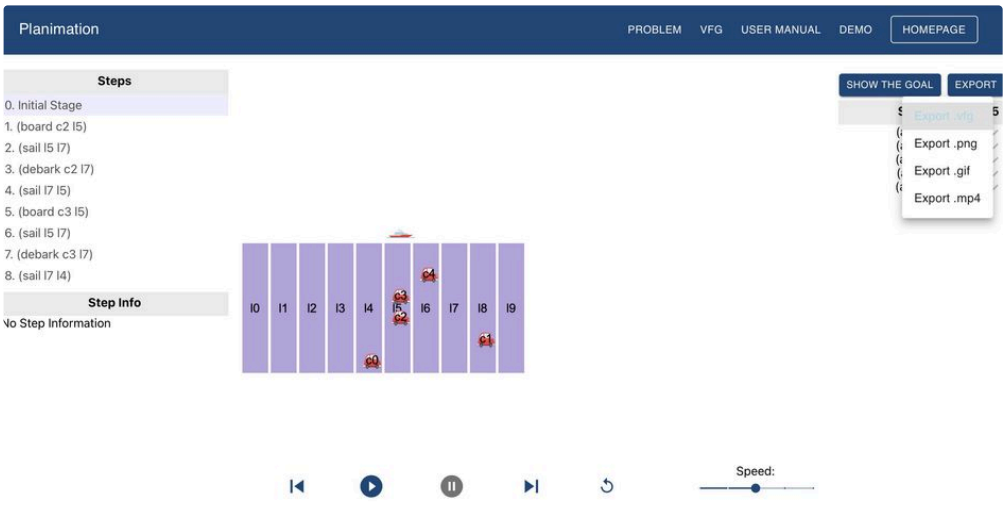
- Description: Storage problem is solved and displayed with correct steps.
- Related User Story: US6
- Expect Outcome: Storage problem is solved and displayed with correct steps.
- Actual Outcome:



- Summary: Problem solved.
- Test Date: 24 May
- Tester: Zixuan Huang

Unit Testing 19:

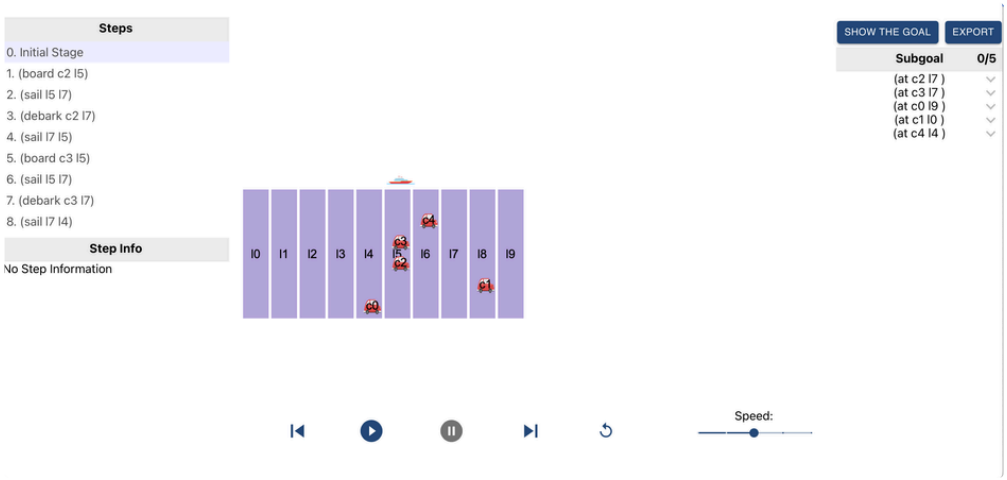
- Description: Implementation of the download function
- Related User Story: US18
- Expect Outcome: The download function for PNG, GIF, and MP4 files has been implemented. Marked as done.
- Actual Outcome:



- Summary: Download function is implemented successfully
- Test Date: 24 May
- Tester: Zixuan Huang

Unit Testing 20:

- Description: Implementation of processing overlapping visual objects
- Related User Story: US21
- Expect Outcome: Overlapping bugs are fixed
- Actual Outcome:



- Test Date: 24 May
- Tester: Zixuan Huang

Acceptance Testing:

Accpetance Criteria ID	Related User Story	Result	Evidence	Tester	Date
AC01 - AC12	U1	Partialy Pass	See Unit Test 1-6	Lantian Yan	1-May
AC13 - AC16	U2	Pass	See Unit Test 7-8	Lantian Yan	1-May
AC17 - AC32	U3 - U4	Pass	See Unit Test 9-17	Lantian Yan	1-May

Epic	Acceptance Criteria ID	As a	I Want To	So That	Given	When	Then
Deploy Visualiser	AC01	Student(Sara)	Display the animation of the Snake Game	I can understand the game dynamics visually, and visualise each steps	The visualiser is correctly set up	I load the Snake Game	The tasks are shown with animation.
	AC02						
	AC03		Display the animation of a Ferry Transport problem.			I load the Ferry Transport model	
	AC04						
	AC05		Display the animation of a Driverlog problem.			I load the Driverlog model	
	AC06						

	AC07		Display the animation of a Transport problem.			I load the Transport model	
	AC08						
	AC09		Display the animation of a Movie Night problem.			I load the Deliberlog model	
	AC10						
	AC11		Display the animation of a Parking problem.			I load the Movie Night model	
	AC12						
Post Files	AC13	A web administrator(James)	Have a website to receive files.	I can get usable data.	PDDL files are prepared and correct.	Click "upload files" button	Receiving HTTP Response 200.
	AC14						
	AC15						
	AC16		Process the received data successfully.	I can have the visualization page capable of playing the generated animations.			
User Interaction	AC17	Student(Sara)	Play the generated animation.	I can see the general overview of the animation planning result.	The animation is dispalying.	Click "Play"	Visualizer reacts accordingly.
	AC18						
	AC19		Pause a generated animation.	I can stop at a specific part of the animation planning results.		Click "Stop"	
	AC20						
	AC21		Skip some animations.	I can ignore some animation planning steps that I don't need to see.		Click "Fast Foward"	
	AC22						
	AC23		Jump back to the previous animation step.	I can review the specific steps of the animation.		Click "Fast Backward"	
	AC24						
	AC25		Watch the animation	I can learn the entire		Click "Reset Icon"	

	AC26		from the beginning .	animation planning process again.			
	AC27		Adjust the current playing speed.	I can watch the animations at an appropriate playing speed.		Operating "Speed Controller"	
	AC28						
	AC29		Jump the animation to a specific step.	I can check the details of an animation planning step.		Operating "Step Panel"	
	AC30						
	AC31		jump directly to the end of the animation.	I can directly see the result of the animation planning.		Click "Final Goal"	
	AC32						