

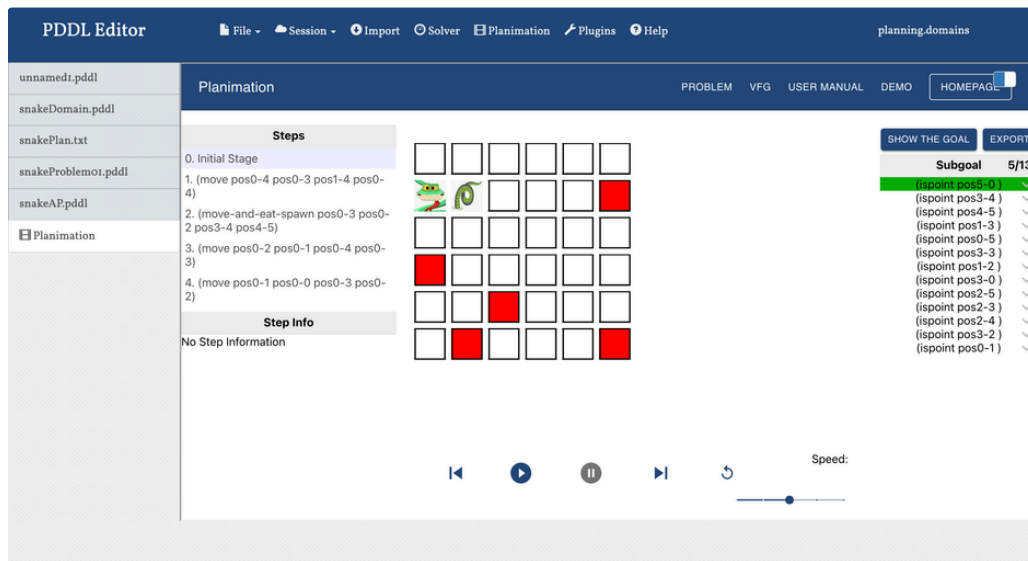
# Test Case

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

Unit Test for Sprint 1&2

Unit Testing 1:

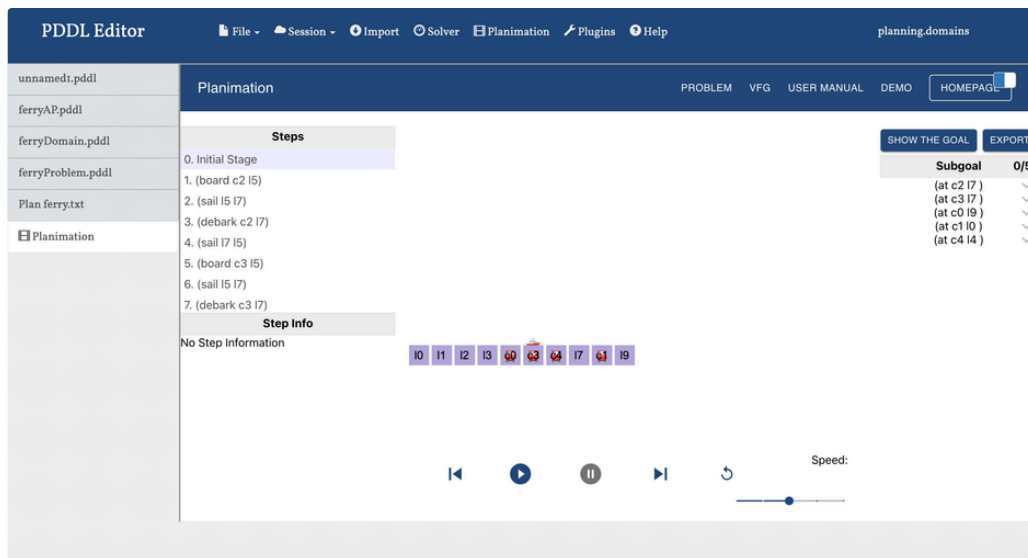
- Description: Displaying the animation of the Snake Game.
- Related User Story: US1
- Expect Outcome: The Snake is displayed with the correct path.
- Actual Outcome:



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

Unit Testing 2:

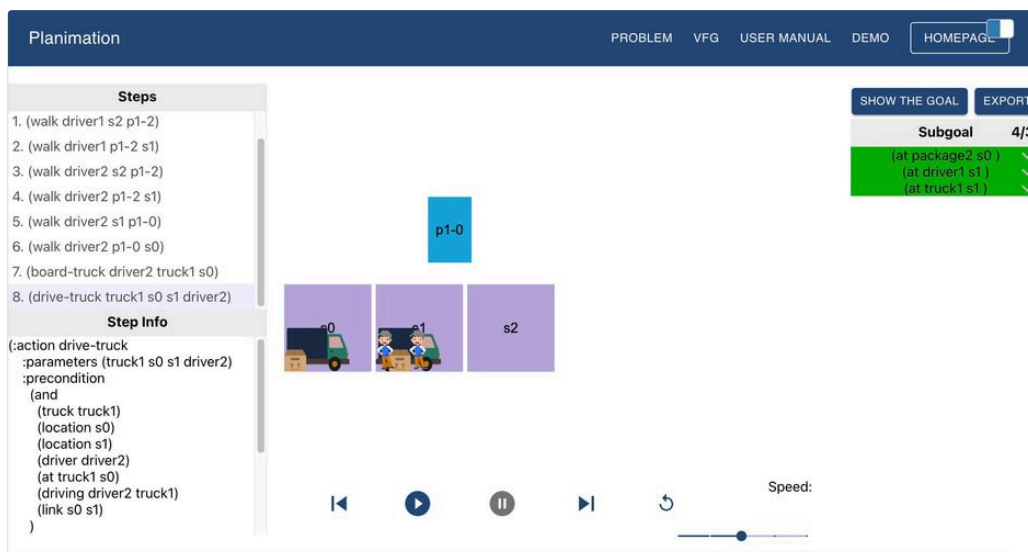
- Description: Displaying the animation of a Ferry Transport problem.
- Related User Story: US2
- Expect Outcome: Ferry Transport problem is solved and displayed with correct steps.
- Actual Outcome:



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

#### Unit Testing 3:

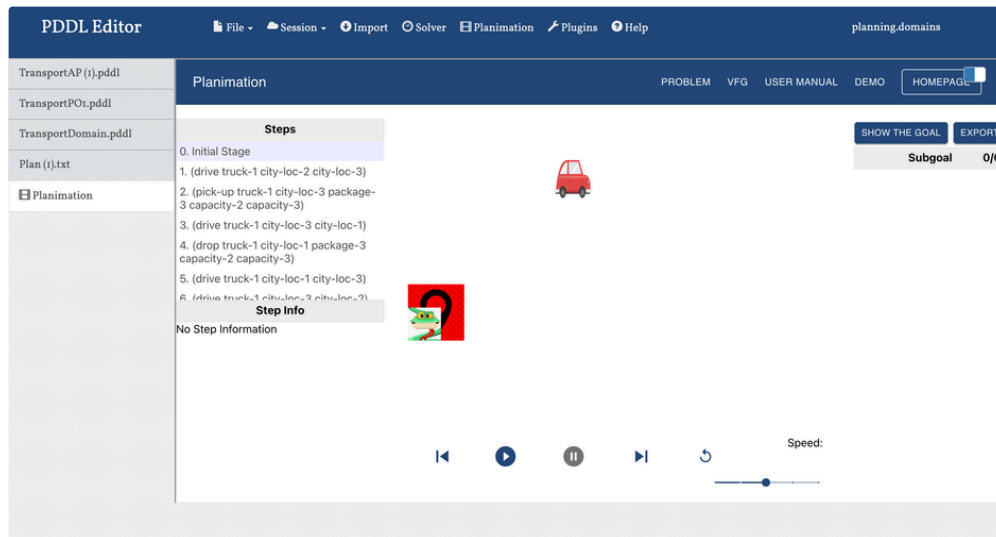
- Description: Displaying the animation of a Driverlog problem.
- Related User Story: US3
- Expect Outcome: Driverlog problem is solved and displayed with correct steps.
- Actual Outcome:



- 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:

Planimation
PROBLEM
VFG
USER MANUAL
DEMO
HOMEPAGE

Build Visualisation From Problem

Step 1 - Change planner URL (Optional)

PASTE

Step 2 - Upload Problem, Domain and Animation Profile Files

Domain File  
for predicates and actions  
Drag and drop a file here or click

Problem File  
for objects, initial state and goal  
Drag and drop a file here or click

Animation File  
object representations  
Drag and drop a file here or click

CANCEL
UPLOAD FILES

- 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:

Planimation
PROBLEM
VFG
USER MANUAL
DEMO
HOMEPAGE

**Steps**  
0. Initial Stage  
1. (move pos0-4 pos0-3 pos1-4 pos0-4)  
2. (move-and-eat-spawn pos0-3 pos0-2 pos3-4 pos4-5)  
3. (move pos0-2 pos0-1 pos0-4 pos0-3)  
4. (move pos0-1 pos0-0 pos0-3 pos0-2)  
5. (move-and-eat-spawn pos0-0 pos1-0 pos4-5 pos1-3)  
6. (move pos1-0 pos1-1 pos0-2 pos0-1)  
7. (move-and-eat-spawn pos1-1 pos2-1 pos1-3 pos0-5)  
**Step Info**  
No Step Information

SHOW THE GOAL
EXPORT

**Subgoal** 0/13  
(ispoint pos5-0) ✓  
(ispoint pos3-4) ✓  
(ispoint pos4-5) ✓  
(ispoint pos1-3) ✓  
(ispoint pos0-5) ✓  
(ispoint pos3-3) ✓  
(ispoint pos1-2) ✓  
(ispoint pos3-0) ✓  
(ispoint pos2-5) ✓  
(ispoint pos2-3) ✓  
(ispoint pos2-4) ✓  
(ispoint pos3-2) ✓  
(ispoint pos0-1) ✓

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Speed:

- 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:

Planimation

PROBLEM VFG USER MANUAL DEMO [HOMEPAGE](#)

Steps

3. (move pos0-2 pos0-1 pos0-4 pos0-3)  
4. (move pos0-1 pos0-0 pos0-3 pos0-2)  
5. (move-and-eat-spawn pos0-0 pos1-0 pos4-5 pos1-3)  
6. (move pos1-0 pos1-1 pos0-2 pos0-1)  
7. (move-and-eat-spawn pos1-1 pos2-1 pos1-3 pos0-5)  
8. (move pos2-1 pos2-2 pos0-1 pos0-0)  
9. (move pos2-2 pos1-2 pos0-0 pos1-0)  
10. (move-and-eat-spawn pos1-2 pos1-3 pos0-5 pos1-1)

Step Info

```

(:action move
:parameters (pos0-2 pos0-1 pos0-4 pos0-3)
:precondition
  (and
    (headsnake pos0-2)
    (isadjacent pos0-2 pos0-1)
    (tailsnake pos0-4)
    (nextsnake pos0-3 pos0-4)
    (not (blocked pos0-1))
  )
  (not (ispoint pos0-1))
)
:effect
  (and
    (blocked pos0-1)
    (headsnake next1-1)
  )
)

```

SHOW THE GOAL EXPORT

Subgoal 5/13

(ispoint pos3-0) ✓  
(ispoint pos3-4) ✓  
(ispoint pos4-5) ✓  
(ispoint pos1-3) ✓  
(ispoint pos0-5) ✓  
(ispoint pos3-3) ✓  
(ispoint pos1-2) ✓  
(ispoint pos3-0) ✓  
(ispoint pos2-5) ✓  
(ispoint pos2-3) ✓  
(ispoint pos2-4) ✓  
(ispoint pos3-2) ✓  
(ispoint pos0-1) ✓

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Speed:

- 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:

Planimation

PROBLEM VFG USER MANUAL DEMO [HOMEPAGE](#)

Steps

9. (move pos2-2 pos1-2 pos0-0 pos1-0)  
10. (move-and-eat-spawn pos1-2 pos1-3 pos0-5 pos3-3)  
11. (move pos1-3 pos1-4 pos1-0 pos1-1)  
12. (move pos1-4 pos2-4 pos1-1 pos2-1)  
13. (move-and-eat-spawn pos2-4 pos3-4 pos3-3 pos1-2)  
14. (move pos3-4 pos4-4 pos2-1 pos2-2)  
15. (move-and-eat-spawn pos4-4 pos5-4 pos1-2 pos3-0)  
16. (move pos5-4 pos5-3 pos2-2 pos1-0)

Step Info

```

(:action move
:parameters (pos2-2 pos1-2 pos0-0 pos1-0)
:precondition
  (and
    (headsnake pos2-2)
    (isadjacent pos2-2 pos1-2)
    (tailsnake pos0-0)
    (nextsnake pos1-0 pos0-0)
    (not (blocked pos1-2))
  )
  (not (ispoint pos1-2))
)
:effect
  (and
    (blocked pos1-2)
    (headsnake next1-1)
  )
)

```

SHOW THE GOAL EXPORT

Subgoal 5/13

(ispoint pos3-0) ✓  
(ispoint pos3-4) ✓  
(ispoint pos4-5) ✓  
(ispoint pos1-3) ✓  
(ispoint pos0-5) ✓  
(ispoint pos3-3) ✓  
(ispoint pos1-2) ✓  
(ispoint pos3-0) ✓  
(ispoint pos2-5) ✓  
(ispoint pos2-3) ✓  
(ispoint pos2-4) ✓  
(ispoint pos3-2) ✓  
(ispoint pos0-1) ✓

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Speed:

- 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:

Planimation

PROBLEM

VFG

USER MANUAL

DEMO

HOMEPAGE

Steps

12. (move pos1-4 pos2-4 pos1-1 pos2-1)

13. (move-and-eat-spawn pos2-4 pos3-4 pos3-3 pos1-2)

14. (move pos3-4 pos4-4 pos2-1 pos2-2)

15. (move-and-eat-spawn pos4-4 pos5-4 pos1-2 pos3-0)

16. (move pos5-4 pos5-3 pos2-2 pos1-2)

17. (move pos5-3 pos4-3 pos1-2 pos1-3)

18. (move pos4-3 pos4-2 pos1-3 pos1-4)

19. (move pos4-2 pos3-2 pos1-4 pos2-4)

Step info

```

(action move
:parameters (pos1-4 pos2-4 pos1-1 pos2-4)
:precondition
  (and
    (headsnake pos1-4)
    (isadjacent pos1-4 pos2-4)
    (tailsnake pos1-1)
    (nextsnake pos2-1 pos1-1)
    (not
      (blocked pos2-4)
    )
    (not
      (ispoint pos2-4)
    )
  )
:effect
  (and
    (blocked pos2-4)
    (headsnake pos2-4)
  )
)

```

SHOW THE GOAL

EXPORT

Subgoal

5/13

(ispoint pos5-0)

(ispoint pos3-4)

(ispoint pos4-3)

(ispoint pos1-3)

(ispoint pos1-4)

(ispoint pos3-3)

(ispoint pos1-2)

(ispoint pos3-0)

(ispoint pos2-5)

(ispoint pos2-3)

(ispoint pos2-4)

(ispoint pos3-2)

(ispoint pos0-1)

Speed:

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- 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:

Positional
PROBLEM VFG USER MANUAL DEMO HOMEPAGE

### Steps

- (move pos1-4 pos2-4 pos1-1 pos2-1)
- (move-and-eat-spawn pos2-4 pos3-4 pos3-3 pos1-2)
- (move pos3-4 pos4-4 pos2-1 pos2-2)
- (move-and-eat-spawn pos4-4 pos5-4 pos1-2 pos3-0)
- (move pos5-4 pos5-3 pos2-2 pos1-2)
- (move pos5-3 pos4-3 pos1-2 pos1-3)
- (move pos4-3 pos4-2 pos1-3 pos1-4)
- (move pos4-2 pos3-3 pos1-4 pos2-4)

### Step Info

```

(action move
:parameters (pos1-4 pos2-4 pos1-1 pos2-1)
:precondition
(and
(headsnake pos1-4)
(isadjacent pos1-4 pos2-4)
(tailsnake pos1-1)
(nextsnake pos2-1 pos1-1)
(not
(blocked pos2-4)
)
(not
(ispoint pos2-4)
)
)
:effect
(and
(blocked pos2-4)
(headsnake pos2-4)
)
)
        
```

SHOW THE GOAL EXPORT

Subgoal	5/13
(ispoint pos5-0)	✓
(ispoint pos3-4)	✓
(ispoint pos4-5)	✓
(ispoint pos1-3)	✓
(ispoint pos1-4)	✓
(ispoint pos3-3)	✓
(ispoint pos1-2)	✓
(ispoint pos3-0)	✓
(ispoint pos2-5)	✓
(ispoint pos2-3)	✓
(ispoint pos2-4)	✓
(ispoint pos3-2)	✓
(ispoint pos0-1)	✓

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Speed:

- 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:

Planimation
PROBLEM
VFG
USER MANUAL
DEMO
HOMEPAGE

Steps

0. Initial Stage
1. (move pos0-4 pos0-3 pos1-4 pos0-4)
2. (move-and-eat-spawn pos0-3 pos0-2 pos3-4 pos4-5)
3. (move pos0-2 pos0-1 pos0-4 pos0-3)
4. (move pos0-1 pos0-0 pos0-3 pos0-2)
5. (move-and-eat-spawn pos0-0 pos1-0 pos4-5 pos1-3)
6. (move pos1-0 pos1-1 pos0-2 pos0-1)
7. (move-and-eat-spawn pos1-1 pos2-1 pos1-3 pos0-5)

Step Info

No Step Information

SHOW THE GOALEXPORT

Subgoal5/13

(ispoint pos5-0)
(ispoint pos3-4)
(ispoint pos4-5)
(ispoint pos1-3)
(ispoint pos0-5)
(ispoint pos3-3)
(ispoint pos1-2)
(ispoint pos3-0)
(ispoint pos2-5)
(ispoint pos2-3)
(ispoint pos2-4)
(ispoint pos3-2)
(ispoint pos0-1)

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Speed:

- 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:

Planimation
PROBLEM
VFG
USER MANUAL
DEMO
HOMEPAGE

Steps

12. (move pos1-4 pos2-4 pos1-1 pos2-1)  
13. (move-and-eat-spawn pos2-4 pos3-4 pos3-3 pos1-2)  
14. (move pos3-4 pos4-4 pos2-1 pos2-2)  
15. (move-and-eat-spawn pos4-4 pos5-4 pos1-2 pos3-0)  
16. (move pos5-4 pos5-3 pos2-2 pos1-2)  
17. (move pos5-3 pos4-3 pos1-2 pos1-3)  
18. (move pos4-3 pos4-2 pos1-3 pos1-4)  
19. (move pos4-2 pos3-2 pos1-4 pos1-5)

Step Info

```

(action move
:parameters (pos1-4 pos2-4 pos1-1 pos2-1)
:precondition
  (and
    (headsnake pos1-4)
    (isadjacent pos1-4 pos2-4)
    (tailsnake pos1-1)
    (nextsnake pos2-1 pos1-1)
    (not (blocked pos2-4))
  )
  (not (ispoint pos2-4))
)
:effect
  (and
    (blocked pos2-4)
    (headsnake move 2,4)
  )
)

```

SHOW THE GOAL EXPORT

Subgoal 5/13

(ispoint pos5-0) ✓  
(ispoint pos3-4) ✓  
(ispoint pos4-5) ✓  
(ispoint pos1-3) ✓  
(ispoint pos0-5) ✓  
(ispoint pos3-3) ✓  
(ispoint pos1-2) ✓  
(ispoint pos3-0) ✓  
(ispoint pos2-5) ✓  
(ispoint pos2-3) ✓  
(ispoint pos2-4) ✓  
(ispoint pos3-2) ✓  
(ispoint pos0-1) ✓

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Speed:

- 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:

Planimation
PROBLEM
VFG
USER MANUAL
DEMO
HOMEPAGE

Steps

8. (move pos2-1 pos2-2 pos0-1 pos0-0)  
9. (move pos2-2 pos1-2 pos0-0 pos1-0)  
10. (move-and-eat-spawn pos1-2 pos1-3 pos0-5 pos3-3)  
11. (move pos1-3 pos1-4 pos1-0 pos1-1)  
12. (move pos1-4 pos2-4 pos1-1 pos2-1)  
13. (move-and-eat-spawn pos2-4 pos3-4 pos3-3 pos1-2)  
14. (move pos3-4 pos4-4 pos2-1 pos2-2)  
15. (move-and-eat-spawn pos4-4 pos5-4 pos1-2 pos3-0)

Step Info

```

(action move
:parameters (pos2-1 pos2-2 pos0-1 pos0-0)
:precondition
  (and
    (headsnake pos2-1)
    (isadjacent pos2-1 pos2-2)
    (tailsnake pos0-1)
    (nextsnake pos0-0 pos0-1)
    (not (blocked pos2-2))
  )
  (not (ispoint pos2-2))
)
:effect
  (and
    (blocked pos2-2)
    (headsnake move 2,2)
  )
)

```

SHOW THE GOAL EXPORT

Subgoal 5/13

(ispoint pos5-0) ✓  
(ispoint pos3-4) ✓  
(ispoint pos4-5) ✓  
(ispoint pos0-5) ✓  
(ispoint pos3-3) ✓  
(ispoint pos1-2) ✓  
(ispoint pos3-0) ✓  
(ispoint pos2-5) ✓  
(ispoint pos2-3) ✓  
(ispoint pos2-4) ✓  
(ispoint pos3-2) ✓  
(ispoint pos0-1) ✓

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Speed:

- 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:

Planimation

PROBLEM VFG USER MANUAL DEMO HOMEPAGE

Steps

```

pos0-0)
43. (move-and-eat-no-spawn pos2-2
pos1-2)
44. (move pos1-2 pos1-1 pos2-3 pos2-
4)
45. (move-and-eat-no-spawn pos1-1
pos0-1)
46. (move pos0-1 pos0-2 pos2-4 pos2-
5)
47. (move pos0-2 pos0-3 pos2-5
pos3-5)
48. (move pos0-3 pos0-4 pos3-5
pos4-5)
49. (move-and-eat-no-spawn pos0-4
pos0-5)

```

Step Info

```

(:action move-and-eat-no-spawn
:parameters (pos0-4 pos0-5)
:precondition
  (and
    (headsnake pos0-4)
    (isadjacent pos0-4 pos0-5)
    (not
      (blocked pos0-5)
    )
    (ispoint pos0-5)
    (spawn dummypoint)
  )
:effect
  (and
    (blocked pos0-5)
    (headsnake pos0-5)
    (nextsnake pos0-5 pos0-4)
    (not
      (headsnake next_4)
    )
  )

```

SHOW THE GOAL EXPORT

Subgoal

0/13

(ispoint pos5-0)
(ispoint pos3-4)
(ispoint pos4-5)
(ispoint pos1-3)
(ispoint pos0-5)
(ispoint pos3-3)
(ispoint pos1-2)
(ispoint pos3-0)
(ispoint pos2-5)
(ispoint pos2-3)
(ispoint pos2-4)
(ispoint pos3-2)
(ispoint pos0-1)

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Speed:

- 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:

Planimation

PROBLEM VFG USER MANUAL DEMO HOMEPAGE

Steps

```

pos0-0)
43. (move-and-eat-no-spawn pos2-2
pos1-2)
44. (move pos1-2 pos1-1 pos2-3 pos2-
4)
45. (move-and-eat-no-spawn pos1-1
pos0-1)
46. (move pos0-1 pos0-2 pos2-4 pos2-
5)
47. (move pos0-2 pos0-3 pos2-5
pos3-5)
48. (move pos0-3 pos0-4 pos3-5
pos4-5)
49. (move-and-eat-no-spawn pos0-4
pos0-5)

```

Step Info

```

(:action move-and-eat-no-spawn
:parameters (pos0-4 pos0-5)
:precondition
  (and
    (headsnake pos0-4)
    (isadjacent pos0-4 pos0-5)
    (not
      (blocked pos0-5)
    )
    (ispoint pos0-5)
    (spawn dummypoint)
  )
:effect
  (and
    (blocked pos0-5)
    (headsnake pos0-5)
    (nextsnake pos0-5 pos0-4)
    (not
      (headsnake next_4)
    )
  )

```

SHOW THE GOAL EXPORT

Subgoal

0/13

(ispoint pos5-0)
(ispoint pos3-4)
(ispoint pos4-5)
(ispoint pos1-3)
(ispoint pos0-5)
(ispoint pos3-3)
(ispoint pos1-2)
(ispoint pos3-0)
(ispoint pos2-5)
(ispoint pos2-3)
(ispoint pos2-4)
(ispoint pos3-2)
(ispoint pos0-1)

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Speed:

- 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:

Planimation

PROBLEM   VFG   USER MANUAL   DEMO   

HOMEPAGE

Steps

0. Initial Stage

1. (move hoist0 depot0-1-1 depot0-2-1)

2. (go-out hoist0 depot0-2-1 loadarea)

3. (lift hoist0 crate0 container-0-0 loadarea container0)

4. (go-in hoist0 loadarea depot0-2-1)

5. (drop hoist0 crate0 depot0-1-1 depot0-2-1 depot0)

6. (go-out hoist0 depot0-2-1 loadarea)

7. (lift hoist0 crate1 container-0-1)

Step Info

No Step Information

SHOW THE GOAL

EXPORT

Subgoal

0/2

(in crate0 depot0 )

(in crate1 depot0 )

Speed:

- 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:

Planimation

PROBLEM   VFG   USER MANUAL   DEMO   

HOMEPAGE

Steps

0. Initial Stage

1. (board c2 i5)

2. (sail i5 i7)

3. (debark c2 i7)

4. (sail i7 i5)

5. (board c3 i5)

6. (sail i5 i7)

7. (debark c3 i7)

8. (sail i7 i4)

Step Info

No Step Information

SHOW THE GOAL

EXPORT

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Export .vfg

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Export .png

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Export .gif

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Export .mp4

(

Speed:

- 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:

Steps

0. Initial Stage  
1. (board c2 I5)  
2. (sail I5 I7)  
3. (debark c2 I7)  
4. (sail I7 I5)  
5. (board c3 I5)  
6. (sail I5 I7)  
7. (debark c3 I7)  
8. (sail I7 I4)

Step Info

No Step Information

SHOW THE GOALEXPORT

Subgoal0/5  
(at c2 I7 )  
(at c3 I7 )  
(at c0 I9 )  
(at c1 I0 )  
(at c4 I4 )

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Speed:

- Test Date: 24 May
- Tester: Zixuan Huang

#### Acceptance Testing:

Accpetance Criteria ID	Related User Story	Result	Evidence	Tester	Date
AC01 - AC12	U1	Partially 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						



	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					