User Acceptance Testing (UAT) Document

1. Overview

This document outlines the **User Acceptance Testing (UAT)** process for the **video output generated by Unreal Engine 5 Level Sequencer**. The video recreates a basketball player's actions and includes skeletal animations, Niagara effects, motion graphics, and camera movements. The purpose of this UAT is to ensure that the final video meets quality standards and adheres to predefined requirements.

2. Acceptance Criteria

2.1 General Video Requirements

- Resolution: **1920 x 1080 (Full HD)**
- Frame Rate: **60 FPS**
- File Format: **MP4**
- Video Duration: **4 seconds minimum, no maximum limit**
- Selected Camera: **Must match the predefined camera choice before rendering**

2.2 Rendering & Post-Processing Settings

- **Anti-Aliasing:** TSR
- **Motion Blur:** Disabled
- **Lumen:** Enabled
- **Exposure:** Enabled, Custom
- **Color Grading:** Yes, Custom
- **Bloom:** Enabled
- **Ray Tracing Ambient Occlusion:** Enabled
- **Path Tracing:** Enabled

2.3 Visual Validation

- **Animations:**
- Player movements should be **smooth and realistic**.
- No jagged or broken animations.
- No missing elements (e.g., ball should always be visible when interacting with the player).
- **Niagara Effects:**
- Effects should be smooth and triggered at the correct time.
- **Motion Graphics:**
- Correct sizes, fonts, and shadow effects.
- No misaligned text or graphical glitches.
- **Lighting:**
- Smooth and realistic with no light bleeds.
- No lights without an apparent source.

2.4 Basketball Action Accuracy

• Player actions (dribbling, passing, shooting) should look realistic.
• Ball trajectory should be natural and accurate.
• Proper interaction with the hoop and backboard.

2.5 Sponsorship & Branding Checks

• Sponsorship watermarks and ad banners should:
• Be **correctly placed**.
• Have **no clipping or distortion**.
• Display **correct sponsor logos**.
• Be **visible throughout the intended duration**.

2.6 Data Verification

• **Player Information:**
• Correct name of the player on jerseys and motion graphics.
• Correct photo of the star player in the motion graphics.
• **Team & Court Information:**
• Correct color of the motion graphic depending on the selected team color.
• Correct court design based on the selected court.
• **Profile Photo:**
• Default profile photo for new players (non-star players).

2.7 Output File Verification

• **Bitrate:** Must meet predefined project settings.
• **File Size:** Must be **less than 10MB**.
• **Naming Conventions:**
• Must follow the correct file name format.
• Must be stored in the designated folder structure.

2.8 Edge Cases to Test

• Extreme camera angles (e.g., very low or high perspectives).
• Highly dynamic player movements (e.g., sudden turns, aggressive dunking actions).
• Unusual lighting conditions (e.g., overly bright or dark scenes).
• Very fast-paced sequences (e.g., rapid ball movements, quick transitions).

3. UAT Test Cases

3.1 Video Output Validation

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-001	Check resolution and frame rate	Video is **1920x1080** and **60 FPS**	
HQ-ABV-UAT-002	Verify file format	MP4 format is used	
HQ-ABV-UAT-003	Check video duration	Duration is at least **4 sec**, no max limit	
HQ-ABV-UAT-004	Confirm selected camera view	Predefined camera is used	

3.2 Animation & Effects Testing

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-005	Check player animations	Smooth, realistic movements	
HQ-ABV-UAT-006	Verify Niagara effects timing	Effects trigger at the correct time	
HQ-ABV-UAT-007	Validate motion graphics	Correct sizes, fonts, shadows, no misalignment	
HQ-ABV-UAT-008	Check lighting quality	Smooth and realistic lighting, no bleed	

3.3 Basketball Action Accuracy

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-009	Validate ball trajectory	Ball follows realistic physics	
HQ-ABV-UAT-010	Check hoop/backboard interaction	Proper responses to ball impact	
HQ-ABV-UAT-011	Confirm player movements	Smooth and lifelike animations	

3.4 Branding & Sponsorship Testing

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-012	Verify sponsorship watermark placement	Watermark is correctly placed and visible	
HQ-ABV-UAT-013	Check ad banners for distortion	No clipping, distortion, or misplaced banners	

3.5 Data Verification

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-014	Check player name on jersey & motion graphics	Correct player name displayed	
HQ-ABV-UAT-015	Verify star player photo in motion graphics	Correct photo of star player used	
HQ-ABV-UAT-016	Check motion graphic color based on team	Motion graphic color matches team selection	
HQ-ABV-UAT-017	Verify court design	Court matches the selected court	
HQ-ABV-UAT-018	Default profile photo for non-star players	Correct placeholder image used	

3.6 Output File & Naming Verification

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-019	Verify bitrate and file size	File size is **less than 10MB**	
HQ-ABV-UAT-020	Check file naming conventions	Follows correct naming and folder structure	

3.7 Edge Cases Testing

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-021	Test extreme camera angles	Video remains visually appealing	

Test Case ID	Description	Expected Outcome	Pass/Fail
HQ-ABV-UAT-022	Check fast-paced sequences	No motion blur artifacts, smooth transitions	
HQ-ABV-UAT-023	Validate unusual lighting conditions	No unnatural dark/bright spots	

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Let me know if you need any further modifications! 😊