SuperLap Racing Line Optimization System

EPI-USE



Quintessential

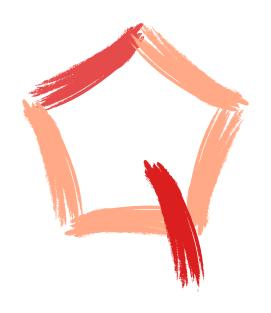
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Testing Policy

Testing Scope & Levels

| Level | Focus | Tools/Methods | |
|------------------|------------------------------------|--------------------------------|--|
| Unit Testing | Individual functions (e.g. track | Pytest (Python), JUnit (Java). | |
| | image processing, RL reward | | |
| | function). | | |
| Integration | Interaction between services (e.g: | Postman, Jest (API tests), | |
| Testing | track processor → RL engine). | Selenium (UI flows). | |
| System Testing | End-to-end workflows (e.g: upload | Cypress, Robot Framework. | |
| | image → simulate → visualize). | | |
| Performance | Scalability (e.g: 50 concurrent | Locust (load testing), NVIDIA | |
| Testing | users), RL training speed. | Nsight (GPU profiling). | |
| Security Testing | Data encryption, auth | OWASP ZAP, SonarQube. | |
| | vulnerabilities. | | |
| User | Real-world usability (by target | Beta releases, A/B testing. | |
| Acceptance | users). | | |
| (UAT) | | | |

Testing Types & Frequency

| Test Type | Description | Frequency | |
|---------------------------|---|--------------|-------|
| Automated | Validate existing features after updates. | On every | Git |
| Regression | | commit (CI/C | D). |
| Manual | Unscripted UX/edge-case testing. | Before | major |
| Exploratory | | releases. | |
| Physics Validation | Compare AI racing lines against known | Per RL | model |
| | heuristics (e.g. apex accuracy). | update. | |
| Hardware | GPU/CPU performance benchmarks. | Quarterly. | |
| Compatibility | | | |

Entry & Exit Criteria

Entry Criteria (Tests Start When):

- Requirements are documented (e.g: FR/NFRs).
- Code is merged to the test branch.
- Test environment mirrors production (GPU-enabled).

Exit Criteria (Tests Pass When):

- Unit/Integration: ≥90% code coverage (measured via Coveralls).
- **Performance:** <2s response time for track processing; RL training FPS ≥30.
- Security: Zero critical OWASP vulnerabilities.
- **UAT:** ≥80% positive feedback from beta testers.

Defect Management

- Severity Levels:
 - o Critical (Crash/data loss): Fixed within 24h.
 - o **Major** (Feature failure): Fixed in next sprint.
 - o **Minor** (UI glitch): Backlogged for prioritization.
- Tracking: Jira/Linear with labels (bug, reproducible, blocker).

Environments

| Environment | Purpose | Access |
|-------------|--------------------------------|-----------------------------|
| Development | Feature development. | Engineers only. |
| Staging | Pre-production (mirrors prod). | QA/Product Team. |
| Production | Live user-facing system. | Automated deployments only. |

Test Data Management

- Realistic Datasets:
 - 10+ sample tracks (F1, MotoGP circuits).

- o Synthetic data from racing sims (Assetto Corsa).
- Anonymization: User-uploaded tracks scrubbed of metadata.

Compliance & Reporting

- Audits: Monthly test coverage/review meetings.
- **Reports:** Dashboards for:
 - Test pass/fail rates.
 - o Performance trends (e.g. lap time prediction accuracy).

Policy Exceptions

- **Emergency Fixes:** Hotfixes may bypass some tests but require:
 - o Post-deployment regression testing.
 - o Retrospective review.