

TEST PLAN

Çankaya University



HR Simulation Platform for Risk Management Education

Beril ERZURUM-201611021

Buse DEMİRCİ-201711021

Dilan ÇELEBİ-201611011

ADVISOR=GÜL TOKDEMİR

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1. INTRODUCTION

1.1 Version Control

Version No	Description of Changes	Date
1.0	First Version	May 27, 2021

1.2 Overview

HRSm use case: Tests will be made in accordance with the use of human resources and managers, who are the users of the specified features of SRS and SDD.

1.3 Scope

This document includes the test plan corresponding to the test plan of use cases, test design specifications and test cases.

1.4 Terminology

Acronym	Definition
GUI	Graphical User Interface (GUI)
TM	Training Mode
OM	Office Mode
OTM	Office Team Mode

2. FEATURES TO BE TESTED

This section lists and gives a brief description of all the components to be tested such as animations, widgets, buttons etc. For each component there will be a Test Design Specification added at the end of this document.

2.1 Graphical User Interface (GUI)

In this project graphical user interface components are used and are divided into 7 parts which options, Login, Profile, Admin add/delete questions, Training, office and office team mode. Each part of the GUI also contains smaller parts. GUI part contains testing of the functions of GUI components which are utilized in the project such as panels, buttons , etc.

2.2 Training Mode

This part includes test cases and test plans for Training Mode. This part includes test cases and test plans for Training Mode. Training Mode includes a quiz panel and practice scene. The expectation from participants is to understand how to take a quiz and use the buttons.

2.3 Office Mode

This part includes test cases and test plans for Office Mode. In this mode, participants shall explore and interact with the virtual world. Moreover, the user must take the quizzes. Testing of the stated requirements will be formed in this document. HRSim: Human Resource Simulation VR in Office mode Conditions.

2.4 Office-Team Mode

This part includes test cases and test plans for Office Team Mode. In this mode, participants shall explore the environment with the virtual team with the virtual world. Moreover, the user must take the quizzes. Testing of the stated requirements will be formed in this document. HRSim: Human Resource Simulation VR in Office-Team mode Conditions.

3. ITEM PASS/FAIL CRITERIA

3.1 PASS Criteria

Some conditions of testing the product are considered successful. These are:

- 100% of the test cases are executed.
- 95% of the test cases passed.
- Interval between %90 and %95 rate of the test case is tolerable.

- All High and Medium Priority test cases passed.

3.2 FAIL Criteria

- If the rate of the test case is less than 90%, the test is failed.

4. REFERENCES

[1] Group13_SRS, December of 2, 2020

[2]Group13_SDD, December of 24,2020

5. TEST DESIGN SPECIFICATIONS

5.1 Graphical User Interface(GUI)

5.1.1 Subfeatures to be tested

5.1.1.1 Start Button (GUI.Start_BTN)

Participants can select a simulation mode with selecting the “Start” button. After the start button is selected, a panel is displayed which includes three different simulation mode buttons. If a user's first time to open directly to the simulation, training mode will be started.

5.1.1.2 Login as Admin (GUI.Start_LA)

Admin have to login to the system by entering a password for being able to add/delete/change questions of the quizzes.

5.1.1.3 Exit Button (GUI.Ext_BTN)

Participant can close the application with selecting “Exit” button

5.1.1.4 Forgot Password Button (GUI.FPB_BTN)

A random generated password will be sent by email and the current database will be refreshed.

5.1.1.5 Pause Button (GUI.PAU_BTN)

Users can pause simulation by clicking the “Pause” button.

5.1.1.6 Continue Button (GUI.CNT_BTN)

Users can continue simulation by clicking the “Continue” button.

5.1.1.7 Change Volume Settings Button (GUI.CVS_BTN)

Users can adjust volume by clicking the “Volume Setting” button.

5.1.1.8 Start Over Button (GUI.SO_BTN)

Users can start over quizzes by clicking the “Start Over” button.

5.1.1.9 Display Instructions Button (GUI.DI_BTN)

Users can gain information about how to use the simulation by clicking the “Display Instruction” button. This button displays a panel which contains instructions about how to use the simulation and VR.

5.1.1.10 Exit Button (GUI.Ext_BTN)

Participants can close the current window by selecting the “Exit” button.

5.1.1.11 See the assignments result Button (GUI.STAR_BTN)

Users can see the assignment results by clicking the “assignment result” button.

5.1.1.12 Start the quiz Button (GUI.STQ_BTN)

Users can start the quiz by clicking “ Start the quiz Button”.

5.1.1.13 See the team score that were enrolled Button (GUI.STSTWE_BTN)

Users can see the team score by clicking the “See the team score that were enrolled” button.

5.1.1.14 See the teams Button (GUI.STB_BTN)

Admin and users can see the team members by clicking “See the teams button”.

5.1.1.15 Add Questions Button (GUI.AQB_BTN)

Admin can add questions by clicking “Add Questions Button”.

5.1.1.16 Delete Questions Button (GUI.DQB_BTN)

Admin can delete questions by clicking “Delete Questions Button”.

5.1.1.17 Update Questions Button (GUI.UQB_BTN)

Admin can update questions by clicking the “Update Questions” button.

5.1.1.18 See all the score of the Participants Button(GUI.SASOP_BTN)

Admin can see all the score of the users by clicking the “See all Score of the Participant” button.

5.1.1.19 Edit Button (GUI.EDT_BTN)

Users can edit profiles by clicking the “Edit” button.

5.1.1.20 Edit the team Button (GUI.EDTT_BTN)

Admin can edit the team by clicking “Edit the Team Button”.

5.1.1.21 Create New Team Button (GUI.CNTB_BTN)

Admin can create a new team by clicking “Create New Team Button”.

5.1.1.22 Delete the Team Button (GUI.DTB_BTN)

Admin can delete the team by clicking “Delete the Team Button”.

5.1.1.23 See the teams’ score Button (GUI.STSB_BTN)

Users can see their own team score by clicking “See the teams’ score Button”.

5.1.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
GUI.Start_BTN.01	3.2	H	Click on the “Start” button. If the user has never played before, training mode will be opened,otherwise mode selection panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.Start_LA.01	3.2	H	Click on the “Start” button. If the user is an admin then, the admin main panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.Ext_BTN.01	3.2	H	Click on the “Exit” button, then the panel will be closed.

TC ID	Requirements	Priority	Scenario Description
GUI.FPB_BTN.01	3.2	H	Click on the “Forgot password” , the random generated password will be sent via company email.

TC ID	Requirements	Priority	Scenario Description
GUI.PAU_BTN.01	3.2	H	Click on the “Pause” button, the current scene of the simulation will be paused.

TC ID	Requirements	Priority	Scenario Description
GUI.CNT_BTN.01	3.2	H	Click on the “Continue” button, the current paused scene will continue.

TC ID	Requirements	Priority	Scenario Description
GUI.CVS_BTN.01	3.2	H	Click on the “Change Volume Settings” ,the current volume will be changed.

TC ID	Requirements	Priority	Scenario Description
GUI.SO_BTN.01	3.2	H	Click on the “Start over” button, the quizzes will be displayed from the first question.

TC ID	Requirements	Priority	Scenario Description
GUI.DI_BTN.01	3.2	H	Click on the “Display Instruction” button, the panel, including how to use simulation and VR, will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.Ext_BTN.01	3.2	H	Click on the “Exit” button, then the panel will be closed.

TC ID	Requirements	Priority	Scenario Description
GUI.STAR_BTN.01	3.2	H	Click on the “See the Assignment Result” button, the result panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.STSTWE_BTN.01	3.2	H	Click on the “See the team score that were enrolled”, the team score panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.STB_BTN01	3.2	H	Click on the “see the team”, the panel including the teams will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.AQB_BTN.01	3.2	H	Click on the “Add question” button, the add question panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
GUI.DQB_BTN.01	3.2	H	Click on the “Delete question” button, the question will be deleted.

TC ID	Requirements	Priority	Scenario Description
GUI.UQB_BTN.01	3.2	H	Click on the “Update Question” button, the question will be updated with the entered question.

TC ID	Requirements	Priority	Scenario Description
GUI.SASOP_BTN.01	3.2	H	Click on the “See all the score of the Participants” button, the panel will open users’ scores.

TC ID	Requirements	Priority	Scenario Description
GUI.EDT_BTN.01	3.2	H	Click on the “Edit” button, the profile panel will be opened and the entered info about the user will be added.

TC ID	Requirements	Priority	Scenario Description
GUI.EDTT_BTN.01	3.2	H	Click on the “Edit Team” button, the edit team panel will be displayed and the entered info about the team will be exchanged.

TC ID	Requirements	Priority	Scenario Description
GUI.CNTB_BTN.01	3.2	H	Click on the “Create New Team Button”, the team panel will be opened and the entered info about the new team will be added.

TC ID	Requirements	Priority	Scenario Description
GUI.DTB_BTN.01	3.2	H	Click on the “Delete Team” button, the chosen team will be deleted.

TC ID	Requirements	Priority	Scenario Description
GUI.STSB_BTNN.01	3.2	H	Click on the “ See the teams’ score Button”, the team score panel will be displayed.

5.2 Training Mode

5.2.1.1 Display Score Button (TM.DSB_BTN)

The participants can see the score of the training button.

5.2.1.2 Display Options Button (TM.DOB_BTN)

The Participant can see the continue,pause, volume, etc clicking via Options button.

5.2.1.3 Take Quiz Button (TM.TQB_BTN)

The participant can take quizzes by clicking the take quiz button.

5.2.1.4 Answer Questions Button (TM.AQB_BTN)

The participant can answer the question by clicking the answer question button.

5.2.1.5 Skip Training Button (TM.STB_BTN)

The participant can click the skip training by clicking that button.

5.2.1.6 Exit Button (TM.EXT_BTN)

The participant can exit from training mode by clicking the exit button.

5.2.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
TM.DSB_BTN.01	3.2	H	Click on the “Display Score” button, the participant will see the score of the straining.

TC ID	Requirements	Priority	Scenario Description
TM.DOB_BTN.01	3.2	H	Click on the “Display Options” button, the participant will see the options panel.

TC ID	Requirements	Priority	Scenario Description
TM.TQB_BTN.01	3.2	H	Click on the “Take Quiz” button, the questions will be seen.

TC ID	Requirements	Priority	Scenario Description
TM.AQB_BTN.01	3.2	H	Click on the “Answer Question” button, the answer will be accepted and the next question will be seen.

TC ID	Requirements	Priority	Scenario Description
TM.STB_BTN.01	3.2	H	Click on the “Skip training” button, the training will be terminated and the main panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
TM.EXT_BTN.01	3.2	H	Click on the “Exit” button, the main panel will be displayed.

5.3 Office Mode

5.3.1.1 Scenario Button (OM.SB_BTN)

The participant can click the Scenario button to take a quiz.

5.3.1.2 Display Score Button (OM.DSB_BTN)

The participant can display the scores that were taken by clicking the display score button.

5.3.1.3 Display Options Button (OM.DOB_BTN)

The participant can see the options by clicking the display options button.

5.3.1.4 Chat Box Button (OM.CB_BTN)

The participants see the questions inside of the chat box.

5.3.1.5 Next Button (OM.NB_BTN)

The participants can pass the question by clicking the next button.

5.3.1.6 Take Quiz Button (OM.TQB_BTN)

After clicking the scenario button, the participant can take a quiz by clicking the take quiz button.

5.3.1.7 Restart Button (OM.ReB_BTN)

The participant can take the quiz by clicking the restart button.

5.3.1.8 Exit Button (OM.ExB_BTN)

The participant can exit from current mode by clicking the exit button.

5.3.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
OM.SB_BTN.01	3.2	H	Click on the “Scenario” button, the scene will be displayed and the quiz button will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.DSB_BTN.01	3.2	H	Click on the “Display Score” button, the scores panel of the user will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.DOB_BTN.01	3.2	H	Click on the “Display options” button, the options panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.CB_BTN.01	3.2	H	Click on the “chat box” button, (chat box= chosen answer) the next question will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.NB_BTN.01	3.2	H	Click on the “Next” button, the next question will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.TQB_BTN.01	3.2	H	Click on the “Take Quiz” button, the questions will be displayed.

TC ID	Requirements	Priority	Scenario Description
OM.ReB_BTN.01	3.2	H	Click on the restart button, the quiz will start from the beginning.

TC ID	Requirements	Priority	Scenario Description
OM.ExB_BTN.01	3.2	H	Click on the “Exit” button, the office mode will be closed.

5.4 Office-Team Mode

5.4.1 Subfeatures to be tested

5.4.1.1 Scenario Button (OTM.SB_BTN)

The team can click the scenario button to take a quiz.

5.4.1.2 Take Quiz Button (OTM.TQB_BTN)

The team will take the quiz by clicking the take quiz button.

5.4.1.3 Display Score Button (OTM.DSB_BTN)

The team can see the scores by clicking the display score button.

5.4.1.4 Display Options Button (OTM.DOB_BTN)

The team can see the options by clicking the options button.

5.4.1.5 Chat Box (OTM.CB)

The team will see the questions inside of the chat box and will answer by clicking by a chat box.

5.4.1.6 Next Button (OTM.NB_BTN)

The team can pass the question by clicking the next button.

5.4.1.7 Restart Button (OTM.RST_BTN)

The team can take a quiz again by clicking the restart button.

5.4.1.8 Displaying Own Score Button (OTM.DOSB_BTN)

The participant can see their own score inside of the team by clicking the display own score button.

5.4.1.9 Displaying Team Members Score Button (OTM.DTMSB_BTN)

The team can see their core by clicking the display team members' score button.

5.4.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
OTM.SB_BTN.01	3.2	H	Click on the “Scenario” button, the scene will be displayed and the take quiz button will be shown.

TC ID	Requirements	Priority	Scenario Description
OTM.TQB_BTN.01	3.2	H	Click on the “Take quiz” button, the questions will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.DSB_BTN.01	3.2	H	Click on the “Display score button”, the score panel including teams’ score will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.DOpB.BTN.01	3.2	H	Click on the “Display Options ” button, the score panel of the user will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.CB.01	3.2	H	Click on the chat box(= questions answers) , the next question will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.NB_BTN.01	3.2	H	Click on the Next button, the following question will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.RST_BTN.01	3.2	H	Click on the “Restart” button, the quiz will be start over.

TC ID	Requirements	Priority	Scenario Description
OTM.DOSB_BTN.01	3.2	H	Click on the “Display Own Score” button, the panel including the participant's own scores will be seen.

TC ID	Requirements	Priority	Scenario Description
OTM.DTMSB_BTN.01	3.2	H	Click on the “Display the member of the team” button, the score panel of each member's own score will be seen.

6. Detailed Test Cases

6.1 GUI.Start_BTN.01

TC_ID	GUI.Start_BTN.01
Purpose	Starts the selected mode.
Requirements	3.2
Priority	High.

Estimated Time Needed	1 Minutes
Dependency	The simulation is executed.
Setup	Simulation must be installed on the computer.
Procedure	[A01] Click the “Start” button from the main menu.
	[V01] The selected mode will be started.
Cleanup	Return to the previous page.

6.2 GUI.START_LA.01

TC_ID	GUI.Start_LA.01
Purpose	Enter a valid admin id and password.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Add User test cases should pass.
Setup	An admin user should be created.
Procedure	[A01] Go to the login page.
	[A02] Enter a valid admin user id.
	[A03] Enter the valid password for this user
	[A04] Click on the “Login” button.
	[V01] Observe that the login is successful and the admin page appears
Cleanup	Logout

6.3 GUI.Ext_BTN.01

TC_ID	GUI.Ext_BTN.01
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Purpose	Exit from the simulation
Requirements	3.2
Priority	High.
Estimated Time Needed	3 Minutes
Dependency	The simulation should be terminated.
Setup	The simulation will be closed.
Procedure	[A01] Click the “Exit” button from the main menu.
	[V01] The simulation program will be closed.
Cleanup	Logout and Exit

6.4 GUI.FPB_BTN.01

TC_ID	GUI.FPB_BTN.01
Purpose	Create a new password.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The user forgets her/his password.
Setup	New password will be created.
Procedure	[A01] Go to the login page.
	[A02] Enter user id.
	[A03] Enter the valid password for creating a new password.
	[A04] Click on the “ForgetPassword” button.
	[V01] Observe that creating a new password is successful.

Cleanup	Return the login page.
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6.5 GUI.PAU_BTN.01

TC_ID	GUI.PAU_BTN.01
Purpose	Pause the simulation.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The simulation should be terminated.
Setup	Simulation will pause.
Procedure	[A01] Click the “Pause” button from the main menu.
	[V01] The simulation program will be paused.
Cleanup	Exit.

6.6 GUI.CNT_BTN.01

TC_ID	GUI.CNT_BTN.01
Purpose	Simulation will continue.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The simulation should be terminated.
Setup	Users can adjust volume by clicking the “Volume Setting” button.

Procedure	[A01]Click the “Continue” button from the main menu.
	[V01] The simulation program will continue.
Cleanup	Exit.

6.7 GUI.CVS_BTN.01

TC_ID	GUI.CVS_BTN.01
Purpose	Users can adjust volume.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The current page should be terminated.
Setup	Changing the volume.
Procedure	[A01] Go to the simulation page.
	[A02] Click the “Volume Setting” button.
	[A03] Adjust the volume.
	[V01] Observe that volume adjusting is successful.
Cleanup	Return to the previous page.

6.8 GUI.SO_BTN.01

TC_ID	GUI.SO_BTN.01
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Purpose	Restart the quiz.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	Users should take a quiz.
Setup	Users can take the quiz again.
Procedure	[A01] Login to the simulation.
	[A02] Take a quiz and finish it.
	[A03]Click the “Start Over” button.
	[V01] Users can take the quiz again.
Cleanup	Return to the quiz page.

6.9 GUI.DI_BTN.01

TC_ID	GUI.DI_BTN.01
Purpose	Displays a panel which contains instructions about how to use the simulation and VR.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	Users should log in to the simulation.
Setup	Users get information about how to use the simulation.
Procedure	[A01]Login to the simulation.
	[A02] Click “Display Instructions Button.”
	[V01]User displays the instructions.

Cleanup	Exit.
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6.10 GUI.EXT_BTN.01

TC_ID	GUI.EXT_BTN.01
Purpose	Closing the current page.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	The current page should be terminated.
Setup	Return the previous page.
Procedure	[A01] Click the options button.
	[A02] Click the exit button
	[V01] observe that the user must return the previous page.
Cleanup	Logout

6.11 GUI.STAR_BTN.01

TC_ID	GUI.STAR_BTN.01
Purpose	See the assignment result
Requirements	3.2
Priority	Low.

Estimated Time Needed	1 Minutes
Dependency	If the user takes a quiz before it should be seen otherwise the panel should display a “None”message.
Setup	the panel of the assignment result will be scripted.
Procedure	[A01] Profile panel will be opened.
	[A02] See the assignment result button will be seen.
	[A03] Click on the “see the assignment result” button.
	[V01] Observe that the button is working and the result panel will be seen.
Cleanup	Close the panel of the assignment result.

6.12 GUI.STQ_BTN.01

TC_ID	GUI.STQ_BTN.01
Purpose	Open the quiz
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	“Take the quiz button” is pressed.
Setup	The quiz question must be ready.
Procedure	[A01] Choose a mode.
	[A02] Click the Scenario.
	[A03] Click the take quiz button.

	[V01] Observe that the quiz page is displayed and the first question will be seen.
Cleanup	Return the main page.

6.13 GUI.STSTWE_BTN.01

TC_ID	GUI.STSTWE_BTN.01
Purpose	Seeing the team score
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	See the team score button is pressed.
Setup	Profile panel must be opened.
Procedure	[A01] Enter the profile panel.
	[A02] Click to see the team score that were enrolled.
	[V01] Observe that the button is working and the score panel must be seen.
Cleanup	Return the profile page.

6.14 GUI.STB_BTN.01

TC_ID	GUI.STB_BTN.01
Purpose	See the teams

Requirements	3.2
Priority	Medium
Estimated Time Needed	1 Minutes
Dependency	“See team” button is pressed.
Setup	Profile panel must be opened.
Procedure	[A01] Enter the profile panel.
	[A02] Click the “See Team” button.
	[V01] Observe that the button is working and the team panel must be seen.
Cleanup	Return the profile page.

6.15 GUI.AQB_BTN.01

TC_ID	GUI.AQB_BTN.01
Purpose	Adding a new question to the quiz.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Admin profile must be opened.
Setup	Admin should be entered.
Procedure	[A01] Go to profile.
	[A02] click on the “Add Question” button.
	[V01] Observe that the question must be added.
Cleanup	Return the profile page.

6.16 GUI.DQB_BTN.01

TC_ID	GUI.DQB_BTN.01
Purpose	Delete the question
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Admin profile must be opened.
Setup	Admin should be entered.
Procedure	[A01] Enter the profile page.
	[A02] Click on the delete question button.
	[V01] Observe that the question must be deleted from the question list.
Cleanup	Return the profile page.

6.17 GUI.UQB_BTN.01

TC_ID	GUI.UQB_BTN.01
Purpose	Update the question with entered info.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Admin profile must be opened.
Setup	Admin should be entered.
Procedure	[A01] Enter the profile panel.
	[A02] Click on the “update question” button.

	[V01] Observe that the question must change with the entered question.
Cleanup	Return the profile page.

6.18 GUI.SASOP_BTN.01

TC_ID	GUI.SASOP_BTN.01
Purpose	See all the scores of the participants.
Requirements	3.2
Priority	Medium.
Estimated Time Needed	1 Minutes
Dependency	Admin profile must be opened.
Setup	Admin should be logged in.
Procedure	[A01] Enter the profile page.
	[A02] Click on the see all scores of the participants.
	[V01] Observe that the button must open all users' scores panel.
Cleanup	Return the profile page.

6.19 GUI.EDT_BTN.01

TC_ID	GUI.EDT_BTN.01
Purpose	Edit profile information
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes

Dependency	The user must be logged in.
Setup	The profile page must be opened.
Procedure	[A01] Open profile settings
	[A02] Click on edit.
	[V01] Observe that the information about the user must be exchanged with the previous one.
Cleanup	Return the profile page.

6.20 GUI.EDTT_BTN.01

TC_ID	GUI.EDTT_BTN.01
Purpose	Organizing existing teams.
Requirements	3.1
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	Add User test cases should pass
Setup	Users must be logged in as Admin.
Procedure	[A01] Login as Admin.
	[V01] The panel showing the teams opens.
	[A02] The desired team to edit is selected by clicking on it.
Cleanup	Exit

6.21 GUI.CNTB_BTN.01

TC_ID	GUI.CNTB_BTN.01
Purpose	Creating a new team.

Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes.
Dependency	Admin login test cases should pass.
Setup	Login to the simulation as an admin.
Procedure	[A01] Click “Create New Team Button” in the admin panel.
	[A02] Enter team information.
	[V01] Observe that the creating is successful and the new team that created appears.
Cleanup	Exit

6.22 GUI.DTB_BTN.01

TC_ID	GUI.DTB_BTN.01
Purpose	Deleting an existing team.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Admin login test cases should pass.
Setup	Login to the simulation as an admin.
Procedure	[A01] Login as Admin.
	[V01] The panel showing the teams opens.
	[A02] The desired team to delete is selected by clicking on it.

	[V02] Observe that the delete is successful and the team does not appear on the panel.
Cleanup	Exit

6.23 GUI.STSB_BTN.01

TC_ID	GUI.STSB_BTN.01
Purpose	See the score received by the user's team.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Login user test cases should pass.
Setup	The user must have a team.
Procedure	[A01] Click “See the Team’s Score Button” in the panel.
	[V01] Display the scores of the teams.
Cleanup	Logout

6.24 TM .DSB_BTN.01

TC_ID	TM .DSB_BTN01
Purpose	View the score.
Requirements	3.2
Priority	Medium.

Estimated Time Needed	1 Minutes
Dependency	The selected mode must be finished.
Setup	The display score button should be pressed.
Procedure	[A01] Click the “Display Score Button”.
	[V01] The score is displayed on the screen.
Cleanup	Exit

6.25 TM.DOB_BTN.01

TC_ID	TM.DOB_BTN.01
Purpose	Displaying the option panel.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Simulation must be started.
Setup	The user must be logged in.
Procedure	[A01] Click the “Display Options Button”.
	[V01] Option panel appears on the screen.
Cleanup	Exit

6.26 TM.TQB_BTN.01

TC_ID	TM.TQB_BTN.01
Purpose	Take the quiz.
Requirements	3.2
Priority	High.

Estimated Time Needed	1 Minutes
Dependency	The user must have entered the scenario panel.
Setup	The quiz question script must be ready.
Procedure	[A01] Choose a mode.
	[A02] Click on the scenario button.
	[A03] Click on the take quiz button.
	[V01] Observe that the quiz must start and the first question could be shown.
Cleanup	Return mode page.

6.27 TM .AQB_BTN.01

TC_ID	TM.AQB_BTN.01
Purpose	Answer the question.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Users must enter the modes.
Setup	The question must be seen.
Procedure	[A01] Choose the office or office team mode.
	[A02] Click on the scenario button.
	[A03]Click on the take quiz button.
	[A04] Click on the answer question.
	[V01] Observe that the question must be answered and the following question must be seen.
Cleanup	Return the mode page.

6.28 TM .STB_BTN.01

TC_ID	TM.STB_BTN.01
Purpose	Skipping the training mode.
Requirements	3.2
Priority	Medium.
Estimated Time Needed	1 Minutes
Dependency	Users must be logged in.
Setup	Users must enter training mode.
Procedure	[A01] Enter the training mode.
	[A02] Click on the skip button.
	[V01] Observe that the skip button must work and the current page must be the mode page.
Cleanup	Return the main page.

6.29 TM .EXT_BTN.01

TC_ID	TM.EXT_BTN.01
Purpose	Exit from the training mode.
Requirements	3.2
Priority	Medium.
Estimated Time Needed	1 Minutes
Dependency	Users must be logged in.
Setup	Users must be entered training mode.
Procedure	[A01] Go to training mode.

	[A02] Click on the exit button.
	[V01]Observe that the skip button must work and the current page must be the main page.
Cleanup	Return the main page.

6.30 OM.SB_BTN.01

TC_ID	OM.SB_BTN.01
Purpose	Scene must be seen.
Requirements	3.2
Priority	Medium.
Estimated Time Needed	1 Minutes
Dependency	Users must be logged in.
Setup	Users must enter office mode.
Procedure	[A01] Click on the Office mode.
	[V01] Observe that the scene display and the take quiz button should be seen.
Cleanup	Return to the mode page.

6.31 OM.DOB_BTN.01

TC_ID	OM.DSB_BTN.01
Purpose	Seeing the Option panel
Requirements	3.2
Priority	High.

Estimated Time Needed	1 Minutes
Dependency	Users must enter a mode.
Setup	Users must pass the scene.
Procedure	[A01] Click on a mode
	[A02] Click on the options button
	[V01] Observe that the options panel must be seen.
Cleanup	Return the mode.

6.32 OM.DSB_BTN.01

TC_ID	OM.DOB_BTN.01
Purpose	Seeing the score
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Users must enter the office mode.
Setup	Office mode script must be loaded.
Procedure	[A01] Click on the see the score button
	[V01] Observe that the score panel appears
Cleanup	Return to the office page.

6.33 OM.CB_BTN.01

TC_ID	OM.CB_BTN.01
Purpose	Seeing the chat boxes= multiple choice button.
Requirements	3.2

Priority	High.
Estimated Time Needed	1 Minutes
Dependency	One of the modes should be opened.
Setup	The chosen mode script must be loaded.
Procedure	[A01] Click on the take quiz button.
	[V01] Observe that the chat boxes appears
Cleanup	Return the mode page.

6.34 OM.NB_BTN.01

TC_ID	OM.AQBNB_BTN.01
Purpose	Passing the following question.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	Users must be logged in.
Setup	The following question should be loaded.
Procedure	[A01]Enter a mode.
	[A02] Click on the take quiz button
	[A03] Click on the next button
	[V01] Observe that the next button should work and the following question appears
Cleanup	Return the mode page.

6.35 OM. TQB_BTN.01

TC_ID	OM.TQB_BTN.01
Purpose	Quiz questions will be displayed.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	Users must be logged in.
Setup	The quiz question should be loaded.
Procedure	[A01] Enter a mode.
	[A02] Click on the “Take Quiz” button,
	[V01] Observe that the button should work and the quiz question should appear.
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Cleanup	Return the mode page.

6.36 OTM.SB_BTN.01

TC_ID	OTM.SB_BTN.01
Purpose	The team can take a quiz.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The users must have selected a mode.
Setup	Users must be logged into the simulation.

Procedure	[A01] Users select office-team mode.
	[A02] Users click “Scenario Button”.
	[V01] Observe that the team can take a quiz.
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Cleanup	Exit

6.37 OTM.TQB_BTN.01

TC_ID	OTM.TQB_BTN.01
Purpose	The team can take a quiz and see the questions.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The users must have selected a mode.
Setup	Users must be logged into the simulation.
Procedure	[A01] Users select office-team mode.
	[A02] Users click “Take Quiz Button”.
	[V01] Observe that the team can take a quiz and see the quiz questions.
Cleanup	Exit

6.38 OTM.DSB_BTN.01

TC_ID	OTM.DSB_BTN.01
Purpose	The team sees the scores.

Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The users must have selected a mode.
Setup	Users must be logged into the simulation.
Procedure	[A01] Users select office-team mode.
	[A02] Click the “Display Scores Button”.
	[V01] Observe that the button should work and the team can see the scores.
	-
Cleanup	Exit

6.39 OTM.DOB_BTN.01

TC_ID	OTM.DOB_BTN.01
Purpose	The team can see the options.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The users must have selected a mode.
Setup	Users must be logged into the simulation
Procedure	[A01] Users select office-team mode.
	[A02] Click the “Display Options Button”.
	[V01] Observe that the button should work and the team can see the options.

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Cleanup	Logout and exit.

6.40 OTM.CB.01

TC_ID	OTM.CB.01
Purpose	Answer the question asked.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	The user must have selected a mode.
Setup	User login must be logged into the simulation.
Procedure	[A01] Click on the correct chatbox in the multiple choice question.
	[V01] The question appears to have been answered successfully and moves on to the next question.
Cleanup	Exit

6.41 OTM.NB_BTN.01

TC_ID	OTM.NB_BTN.01
Purpose	Move to the next question.
Requirements	3.2
Priority	High.

Estimated Time Needed	1 Minutes
Dependency	The user must have selected a mode.
Setup	User login must be logged into the simulation.
Procedure	[A01] Click on the “Next” button.
	[V01] The next question is displayed on the screen.
Cleanup	Exit

6.42 OTM.RST_BTN.01

TC_ID	OTM.RST_BTN.01
Purpose	The selected mode starts again.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The user must have selected a mode.
Setup	User login must be logged into the simulation.
Procedure	[A01] Click on the “Restart” button.
	[V01] It is observed that the selected mode starts again.
Cleanup	Exit

6.43 OTM.DOSB_BTN.01

TC_ID	OTM.DOSB_BTN.01
Purpose	View your own score.
Requirements	3.2
Priority	High.
Estimated Time Needed	1 Minutes
Dependency	The selected mode must be finished.
Setup	The display own score button should be pressed.
Procedure	[A01] Click the “Display Own Score Button”.
	[V01] The score is displayed on the screen.
Cleanup	Exit

6.44 OTM.DTMSB_BTN.01

TC_ID	OTM.DTMSB_BTN.01
Purpose	View the team member's score.
Requirements	3.2
Priority	High.
Estimated Time Needed	5 Minutes
Dependency	The selected mode must be finished.
Setup	The display team score button should be pressed.
Procedure	[A01] Click the “Display Team Member Score Button”.
	[V01] The score is displayed on the screen.
Cleanup	Exit

