ÇANKAYA UNIVERSITY FACULTY OF ENGINEERING COMPUTER ENGINEERING DEPARTMENT

Test Plan, Test Design Specifications and Test Cases

Version 1

CENG 408

Innovative System Design and Development II

BlastStrike

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1. Introduction

1.1. Version Control

Version No	Description of Changes	Date
1.0	First Version	April 15 - 20, 2024
2.0	Final Version	May 24, 2024

1.2. Overview

In Blast Strike, the use cases and requirements outlined in the SRS and SDD document will be tested for backend process, body-pix segmentation model, body-pix model optimization, and GPS.

1.3. Scope

The test plan, test design specifications, and test cases are all included in the Test Plan Document. Applications' requirements and features are put to the test.

1.4. Terminology

Acronym	Definition
Android Operating System	The Android operating system is a mobile operating system that was developed by Google to be primarily used for touchscreen devices, cell phones, and tablets.
iOS Operating System	iOS (formerly iPhone OS) is a mobile operating system created and developed by Apple Inc. exclusively for its hardware.
SDD	Software Design Descriptions
SRS	Software Requirements Specification
Body-Pix Model	Deep learning model that accurately segment human bodies.
GPS	Satellite based navigation system

2. Features to be Tested

This section identifies and briefly describes all the significant features that will be examined. A Test Design Specification will be appended to the end of this document for each significant feature.

2.1. User Operations

User Operations include operations that are authorized for both members and admins. These operations are explained in detail in the next sections.

2.2. System Operations

Systems' important features are tested. Including, body segmentation, determining hit part from the user, optimization of the model and GPS features etc.

3. Features Not to be Tested

We have tested our features in the Android operating system, but we cannot test for the IOS operating system. We tested our features in different modules individually, we plan to test the features combined until the project demo.

4. Item Pass/Fail Criteria

The features listed in section 6 must be successfully implemented in order for our applications to be successful. If any of these features fails to function properly, the test will be considered as a failure.

5. References

[1] Blast_Strike_SRS_Updated(408), March 23, 2024

[2] Blast_Strike_SDD_Updated(408), March 23, 2024

6. Test Design Specifications

6.1. User Operations (UO)

6.1.1. Subfeatures to be Tested

6.1.1.1. Register (UO.RGR)

Users can register to the applications with valid e-mail and password.

6.1.1.2. Login (UO.LGN)

Users can log in to the applications with valid e-mail and password.

6.1.1.3. Forgot Password (UO.FP)

Users can create a new password when they forget their passwords.

6.1.1.4. Addin6.1.1.4 Adding FFrieniendss(UO.AF)

Users can send and accept friend requests.

6.1.1.5. Create Lobby (UO.CL)

Users can create lobby in the game.

6.1.1.6. *Join Lobby (UO.JL)*

Users can join the lobby in the game.

6.1.1.7. *Start Game (UO.SG)*

Users can start the game.

6.2. System Operations (SYSO)

6.2.1. System Features to be Tested

6.2.1.1. *Take Real – Time Frame from Camera (SYSO.RTF)*

Take real time camera frame continuously for body segmentation.

6.2.1.2. *Segment Player Body (SYSO.PB)*

Segment human body for understanding player hit or not.

6.2.1.3. *Determine the Hit Part of the Player (SYSO.HPP)*

Determine the hit body part of hit player. In example, head or body.

6.2.1.4. *Optimization by Model Parameters (SYSO.OMP)*

Optimizing the model by computation parameters.

6.2.1.5. *Optimization by Body Part Parameters (SYSO.OBP)*

Optimizing the model by relisting the body parts parameters.

6.2.1.6. *Taking Latitude and Longitude Value from GPS (SYSO.LLV)*

Getting users latitude and longitude values from users' mobile phone.

6.2.1.7. *Taking Heading Information from Camera (SYSO.HIC)*

Taking direction of the camera from the compass of the users' mobile phone.

6.2.1.8. *Calculating distance between two latitude and longitude values (SYSO.CD)*

The two latitude and longitude values are calculated in meters via haversine formula.

7. Test Cases

TC ID	Priority	Scenario Description
UO.RG.ME.01	H	Enter valid member e-mail and valid password
UO.RG.ME.02	H	Enter valid member e-mail and invalid password
UO.RG.ME.03	H	Enter invalid member e-mail and valid password
UO.RG.ME.04	H	Enter invalid member e-mail and invalid password
UO.RG.ME.05	H	Enter valid member e-mail and blank password
UO.RG.ME.06	H	Enter blank member e-mail and valid password
UO.RG.MA.01	H	Enter valid membership admin e-mail and valid password

UO.RG.MA.02	H	Enter valid membership admin e-mail and invalid password

TC ID	Priority	Scenario Description
UO.LG.01	H	Enter valid e-mail and valid password
UO.LG.02	H	Enter valid e-mail and invalid password
UO.LG.03	H	Enter invalid e-mail and valid password
UO.LG.04	H	Enter invalid e-mail and invalid password
UO.LG.05	H	Enter valid e-mail and blank password
UO.LG.06	H	Enter blank e-mail and valid password

TC ID	Priority	Scenario Description
SO.DTH 0.1	M	User see the Home Page after successfull login.

SO.DTH 0.2	M	User cannot see the Home Page after successfull login.

TC ID	Priority	Scenario Description
UO.SFR 0.1	M	User enters valid username and clicks send button.
UO.SFR 0.2	M	User enters valid username and clicks send button.
UO.SFR 0.3	M	User enters blank username and clicks send button.
UO.SFR 0.4	M	User enters valid username but does not click send button.

TC ID	Priority	Scenario Description
UO.VFR 0.1	M	User clicks View Friend Request button and see the friend requests.
UO.VFR 0.2	M	User clicks View Friend Request button and cannot see the friend requests.

UO.VFR 0.3	M	User clicks accept button and add it to the friend list.
UO.VFR 0.4	M	User clicks accept button but cannot add it to the friend list.

TC ID	Priority	Scenario Description
UO.OFL 0.1	M	User clicks Friend List button and see their friends.
UO.OFL 0.2	M	User clicks Friend List button and cannot see their friends.

TC ID	Priority	Scenario Description
UO.CL0.1	H	User clicks create lobby button.
UO.CL0.2	H	Create lobby pop-up does not show up.
UO.CL0.3	H	User enters lobby name.

UO.CL0.4	H	User entered non-unique lobby name.

TC ID	Priority	Scenario Description
UO.CL0.5	H	User clicks join Red team.
UO.CL0.6	H	User clicks join Blue team.

TC ID	Priority	Scenario Description
UO.JL0.1	H	User clicks Join Lobby button.
UO.JL0.2	H	User enters valid lobby name.
UO.JL0.3	H	User enters invalid lobby name.
UO.JL0.4	H	User clicks join Red team.
UO.JL0.5	H	User clicks join Blue team.

TC ID	Priority	Scenario Description
SYSO.RTF.01	H	User gives permission for camera
SYSO.RTF.02	H	User does not give permission for camera
SYSO.RTF.03	H	User gives permission and correctly take camera frame in real time
SYSO.RTF.04	H	User gives permission and camera frame don’t take frame correctly in real time

TC ID	Priority	Scenario Description
SYSO.SPB.01	H	Correctly segment opponent team body
SYSO.SPB.02	H	Don’t segment correctly opponent team player body

TC ID	Priority	Scenario Description
SYSO.HPP.01	H	Determine correctly hit part of the opponent team player
SYSO.HPP.02	H	Don't determine correctly hit part of the opponent team player

TC ID	Priority	Scenario Description*
SYSO.OMP.01	H	Observe the effect of output stride parameter to the speed of the model.
SYSO.OMP.02	H	Observe the effect of multiplier parameter to the speed of the model.
SYSO.OMP.03	H	Observe the effect of quantBytes parameter to the speed of the model.
SYSO.OMP.04	H	Observe the effect of segmentation threshold parameter to the speed of the model.

SYSO.OMP.05	H	Observe the effect of internal resolution parameter to the speed of the model.

* Output stride parameter can take values 8 or 16. Multiplier parameter can take the values 0.25, 0.50, or 0.75. QuantBytes parameter can take the values 4, 2 or 1. Segmentation threshold parameter can take the values between the range 0-1. Internal resolution parameter can take the values low, medium and high. The tests include all the combinations of the parameters taking different values. Since there are too many parameters and possible values the parameters can take, only a summary is given in the table.

TC ID	Priority	Scenario Description*
SYSO.OBP.01	H	Combine and reduce the body parts existing in the head. Connect the new part to appropriate body part in the list.
SYSO.OMP.02	H	Combine and reduce the body parts existing in the arm. Connect the new part to appropriate body part in the list.
SYSO.OMP.03	H	Combine and reduce the body parts existing in the leg. Connect the new part to appropriate body part in the list.

* The bodypix library includes a long list of body parts. Mainly, the body parts that are existing in the same limb are combined.

TC ID	Priority	Scenario Description
SYSO.LLV.01	H	User’s location permission not granted.
SYSO.LLV.02	H	User’s location permission granted and getting latitude and longitude values correctly.

SYSO.LLV.03	H	User’s location permission granted and getting latitude and longitude values incorrectly.

TC ID	Priority	Scenario Description
SYSO.HIC.01	M	User’s location permission not granted.
SYSO.HIC.02	M	User’s location permission granted and getting heading values from compass correctly.
SYSO.HIC.03	M	User’s location permission granted and getting heading values from compass incorrectly.

TC ID	Priority	Scenario Description
SYSO.CD.01	M	Users' location permission not granted.
SYSO.CD.02	M	Users' location permission granted and getting two latitude and longitude values. correctly
SYSO.CD.03	M	Users' location permission granted and getting one latitude and longitude values correctly and the other latitude and longitude values incorrectly.
SYSO.CD.04	M	Users' location permission granted and getting two latitude and longitude values incorrectly.

SYSO.CD.05	M	Users' location values are correct and calculating distance correctly.
SYSO.CD.06	M	Users' location values are correct and calculating distance incorrectly.

8. Detailed Test Cases

8.1 UO.RG.ME.01

TC_ID	UO.RG.ME.01

Purpose	Enter valid member e-mail and valid password
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter valid member e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is successful and membership approval warning appears.
	-
Cleanup	Logout from app.

8.2 UO.RG.ME.02

TC_ID	UO.RG.ME.02
Purpose	Enter valid member e-mail and invalid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.

Procedure	[A01] Go to register page.
	[A02] Enter valid member e-mail.
	[A03] Enter invalid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the invalid password warning appears
	-
Cleanup	Page refreshes

8.3 UO.RG.ME.03

TC_ID	UO.RG.ME.03
Purpose	Enter invalid member e-mail and valid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter invalid member e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the invalid e-mail warning appears
	-

Cleanup	Page refreshes

8.4 UO.RG.ME.04

TC_ID	UO.RG.ME.04
Purpose	Enter invalid member e-mail and invalid password

Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.

Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter invalid member e-mail.
	[A03] Enter invalid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the invalid e-mail warning and invalid password warning appear
	-
Cleanup	Page refreshes

8.5 UO.RG.ME.05

TC_ID	UO.RG.ME.05
Purpose	Enter valid member e-mail and blank password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.

Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter valid member e-mail.
	[A03] Enter blank password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the password is required warning appears
	-
Cleanup	Page refreshes

8.6 UO.RG.ME.06

TC_ID	UO.RG.ME.06
Purpose	Enter blank member e-mail and valid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter blank member e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.

	[V01] Observe that the register is unsuccessful and the e-mail is required warning appears
	-
Cleanup	Page refreshes

8.7 UO.RG.MA.01

TC_ID	UO.RG.MA.01
Purpose	Enter valid membership admin e-mail and valid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter valid membership admin e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is successful and feed page appears.
	-
Cleanup	Logout from app.

8.8 UO.RG.MA.02

TC_ID	UO.RG.MA.02
Purpose	Enter valid membership admin e-mail and invalid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter valid membership admin e-mail.
	[A03] Enter invalid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the invalid password warning appears
	-
Cleanup	Page refreshes

8.9 UO.RG.MA.03

TC_ID	UO.RG.MA.03
Purpose	Enter invalid membership admin e-mail and valid password
Requirements	2.2.1

Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter invalid membership admin e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the invalid e-mail warning appears
	-
Cleanup	Page refreshes

8.10 UO.RG.MA.04

TC_ID	UO.RG.MA.04
Purpose	Enter invalid membership admin e-mail and invalid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter invalid membership admin e-mail.
	[A03] Enter invalid password.
	[A04] Click on the “Register” button.

	[V01] Observe that the register is unsuccessful and the invalid e-mail warning and invalid password warning appear
	-
Cleanup	Page refreshes

8.11 UO.RG.MA.05

TC_ID	UO.RG.MA.05
Purpose	Enter valid membership admin e-mail and blank password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter valid membership admin e-mail.
	[A03] Enter blank password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the password is required warning appears
	-

Cleanup	Page refreshes

8.12 UO.RG.MA.06

TC_ID	UO.RG.MA.06
Purpose	Enter blank membership admin e-mail and valid password
Requirements	2.2.1
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Register test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to register page.
	[A02] Enter blank membership admin e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Register” button.
	[V01] Observe that the register is unsuccessful and the e-mail is required warning appears
	-
Cleanup	Page refreshes

8.13 UO.LG.01

TC_ID	UO.LG.01
Purpose	Enter valid e-mail and valid password
Requirements	2.2.2
Priority	High.

Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.
	[A02] Enter valid e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Login” button.
	[V01] Observe that the login is successful and the feed page appears.
	-
Cleanup	Logout

8.13 UO.LG.02

TC_ID	UO.LG.02
Purpose	Enter valid e-mail and invalid password
Requirements	2.2.2
Priority	High.
Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.

	[A02] Enter valid e-mail.
	[A03] Enter invalid password.
	[A04] Click on the “Login” button.
	[V01] Observe that the login is unsuccessful and the invalid password warning appears
	-
Cleanup	Page refreshes

8.14 UO.LG.03

TC_ID	UO.LG.03
Purpose	Enter invalid e-mail and valid password
Priority	High.
Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.
	[A02] Enter invalid e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Login” button.
	[V01] Observe that the login is unsuccessful and the invalid e-mail warning appears
	-
Cleanup	Page refreshes

8.15 UO.LG.04

TC_ID	UO.LG.04

Purpose	Enter invalid e-mail and valid password
Priority	High.
Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.
	[A02] Enter invalid e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Login” button.
	[V01] Observe that the login is unsuccessful and the invalid e-mail warning appears
	-
Cleanup	Page refreshes

8.16 UO.LG.05

TC_ID	UO.LG.05
Purpose	Enter valid e-mail and blank password
Priority	High.
Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.
	[A02] Enter valid e-mail.
	[A03] Enter blank password.
	[A04] Click on the “Login” button.

	[V01] Observe that the login is unsuccessful and the password is required warning appears
	-
Cleanup	Page refreshes

8.17 UO.LG.06

TC_ID	UO.LG.06
Purpose	Enter blank e-mail and valid password
Priority	High.
Estimated Time Needed	2 Minutes
Dependency	Register test cases should pass.

Setup	Database connection should be setup. A member should be created.
Procedure	[A01] Go to login page.
	[A02] Enter blank e-mail.
	[A03] Enter valid password.
	[A04] Click on the “Login” button.
	[V01] Observe that the login is unsuccessful and the e-mail is required warning appears
	-

Cleanup	Page refreshes

8.18 SYSO.DTH 0.1

TC_ID	SYSO.DTH 0.1
Purpose	User see the Home Page after successfull login.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs user to the Home page
	[A03] User see his/her name in the Home page.
	[V01] Observe that user can use the buttons on the screen.
	-
Cleanup	Logout

8.19 SYSO.DTH 0.2

TC_ID	SYSO.DTH 0.2
Purpose	User cannot see the Home Page after successfull login.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System does not direct the user to the Home Page.
	[A03] User sees blank page.
	[V01] Observe that user cannot use the buttons on the screen.
	-
Cleanup	Logout

8.20 UO.SFR 0.1

TC_ID	UO.SFR 0.1

Purpose	User enters valid username and clicks send button.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User clicks send friend request button.
	[A02] System opens pop up screen.
	[A03] User enters valid username for sending friendship request.
	[A04] User Clicks Send button.
	[V01] Observe that pop up screen closed after request sent. -
Cleanup	Return to the Home Page

8.21 UO.SFR 0.2

TC_ID	UO.SFR 0.2
Purpose	User enters invalid username and clicks send button.
Priority	Medium.

Estimated Time Needed	2-10 seconds.
Dependency	User should be logined.
Setup	Database connection should be setup.
Procedure	[A01] User clicks send friend request button.
	[A02] System opens pop up screen.
	[A03] User enters invalid username for sending friendship request.
	[A04] User Clicks Send button.
	[A05] System displays warning message.
	[V01] Observe that system displays warning message. -
Cleanup	Return to the Home Page

8.22 UO.SFR 0.3

TC_ID	UO.SFR 0.3
Purpose	User enters blank username and clicks send button.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User clicks send friend request button.
	[A02] System opens pop up screen.
	[A03] User enters blank username for sending friendship request.

	[A04] User Clicks Send button.
	[A05] System displays warning message.
	- [V01] Observe that system displays warning message.
Cleanup	Return to the Home Page

8.23 UO.VFR 0.1

TC_ID	UO.VFR 0.1
Purpose	User clicks View Friend Request button and see the friend requests.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User clicks view friend request button.
	[A02] System opens pop up screen.
	[A03] User sees the friend requests
	- [V01] Observe that system opens pop up screen.
Cleanup	Return to the Home Page

8.24 UO.VFR 0.2

TC_ID	UO.VFR 0.2
Purpose	User clicks View Friend Request button and cannot see the friend requests.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined.
Setup	Database connection should be setup.
Procedure	[A01] User clicks view friend request button.
	[A02] System opens pop up screen.
	[A03] User cannot see the friend requests
	- [V01] Observe that system opens pop up screen but it is empty.
Cleanup	Return to the Home Page

8.25 UO.VFR 0.3

TC_ID	UO.VFR 0.3
Purpose	User clicks accept button and add it to the friend list
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User clicks view friend request button.
	[A02] System opens pop up screen.
	[A03] User sees the friend requests
	[A04] User clicks accept button.
	[A05] System displays successful message.
	[A06] System closes pop up screen.
	- [V01] Observe that system displays successful message.
Cleanup	Return to the Home Page

8.26 UO.VFR 0.4

TC_ID	UO.VFR 0.4
Purpose	User clicks accept button and add it to the friend list
Priority	Medium.
Estimated Time	2-10 seconds.

Needed	
Dependency	User should be logined
Setup	Database connection should be setup.
Procedure	[A01] User clicks view friend request button.
	[A02] System opens pop up screen.
	[A03] User sees the friend requests
	[A04] User clicks accept button.
	[A05] System displays warning message.
	[A06] System closes pop up screen.
	[V01] Observe that system display warning message.
Cleanup	Return to the Home Page

8.27 UO.OFL 0.1

TC_ID	UO.OFL 0.1
Purpose	User clicks Friend List button and see their friends.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined.
Setup	Database connection should be setup.
Procedure	[A01] User clicks friend list button.
	[A02] System opens pop up screen.
	[A03] User see his/her friends.
	- [V01] Observe that system opens pop up screen .

Cleanup	Return to the Home Page

8.28 UO.OFL 0.2

TC_ID	UO.OFL 0.2
Purpose	User clicks Friend List button and cannot see their friends.
Priority	Medium.
Estimated Time Needed	2-10 seconds.
Dependency	User should be logined.
Setup	Database connection should be setup.
Procedure	[A01] User clicks friend list button.
	[A02] System opens pop up screen.
	[A03] User cannot see his/her friends.
	[V01] Observe that system displays friend list is empty.
Cleanup	Return to the Home Page

8.29 UO.CLO0.1

TC_ID	UO.CLO0.1
Purpose	User sees the create lobby pop-up
Priority	High.
Estimated Time Needed	0-3 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees “Create Lobby” button.
	[V01] Observe that the create lobby pop-up shown
	-
Cleanup	Return back to main page

8.30 UO.CLO0.2

TC_ID	UO.CLO0.2
Purpose	“Create lobby” pop-up does not show off
Priority	High.

Estimated Time Needed	0-3 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees create lobby button.
	[V01] Observe that the create lobby pop-up does not show off
	-
Cleanup	Return back to main page

8.31 UO.CLO0.3

TC_ID	UO.CLO0.3
Purpose	User enters a string to identify new lobby name
Priority	High.
Estimated Time Needed	0-3 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.

	[A02] System directs to the home page.
	[A03] User sees create lobby button.
	[A04] Click on the “Create lobby” button.
	[V01] Observe that the pop-up shows up and input field is ready.
	-
Cleanup	Return back to main page

8.32 UO.CLO0.4

TC_ID	UO.CLO0.4
Purpose	User enters a non-unique string to identify new lobby name
Priority	High.
Estimated Time Needed	0-3 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup. A member should be created.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees create lobby button.
	[A04] Click on the “Create lobby” button.
	[A05] User enters a non-unique lobby name.
	[V01] Observe that the error pop-up shows up.
Cleanup	Return back to main page

8.33 UO.CLO0.5

TC_ID	UO.CLO0.5
Purpose	User enters a lobby name and clicks “Join Red Team”
Priority	High.
Estimated Time Needed	0-2 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees create lobby button.
	[A04] Click on the “Create lobby” button.
	[A05] User enters a lobby name.
	[A06] User clicks “Join Red Team” button.
	[V01] Observe that lobby is created.
	[V02] Observe that user joined red team
Cleanup	Return back to main page

8.34 UO.CLO0.6

TC_ID	UO.CLO0.6

Purpose	User enters a lobby name and clicks “Join Blue Team”
Priority	High.
Estimated Time Needed	0-2 seconds.
Dependency	User should be logined. User should not be in a current lobby.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees “Create lobby” button.
	[A04] Click on the “Create lobby” button.
	[A05] User enters a lobby name.
	[A06] User clicks “Join Blue Team” button.
	[V01] Observe that lobby is created.
	[V02] Observe that user joined blue team.
Cleanup	Return back to main page

8.35 UO.JL0.1

TC_ID	UO.JL0.1
Purpose	User clicks “Join Lobby” button
Priority	High.
Estimated Time Needed	0-1 seconds.
Dependency	User should be logined. User should not be in a current lobby. Lobby must be created.

Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees “Join Lobby” button.
	[A04] Click on the “Join Lobby” button.
	[V01] Observe that join lobby pop-up shows up
Cleanup	Return back to main page

8.36 UO.JL0.2

TC_ID	UO.JL0.2
Purpose	User enters valid lobby name on join lobby pop-up.
Priority	High.
Estimated Time Needed	0-1 seconds.
Dependency	User should be logined. User should not be in a current lobby. Lobby must be created.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees “Join Lobby” button.
	[A04] Click on the “Join Lobby” button.
	[A05] User enters a valid lobby name.
	[V01] Observe that user can choose between Team Red and Team Blue.
Cleanup	Return back to main page

8.37 UO.JL0.3

TC_ID	UO.JL0.3
Purpose	User enters invalid lobby name on join lobby pop-up.
Priority	High.
Estimated Time Needed	0-1 seconds.
Dependency	User should be logined. User should not be in a current lobby. Lobby must be created.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees "Join Lobby" button.
	[A04] Click on the "Join Lobby" button.
	[A05] User enters a invalid lobby name.
	[V01] Observe that user can not choose join any team after selection.
Cleanup	Return back to main page

8.38 UO.JL0.4

TC_ID	UO.JL0.4
Purpose	User enters a lobby name and clicks join Red Team
Priority	High.
Estimated Time Needed	0-1 seconds.
Dependency	User should be logined. User should not be in a current lobby. Lobby must be created.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees "Join Lobby" button.
	[A04] Click on the "Join Lobby" button.
	[A05] User enters a valid lobby name.
	[A06] User clicks a "Join Red Team" button.
	[V01] Observe that user join the lobby created and on the red team.
Cleanup	Return back to main page

8.39 UO.JL0.5

TC_ID	UO.JL0.5
Purpose	User enters a lobby name and clicks join BlueTeam
Priority	High.

Estimated Time Needed	0-1 seconds.
Dependency	User should be logined. User should not be in a current lobby. Lobby must be created.
Setup	Database connection should be setup.
Procedure	[A01] User logined to the system.
	[A02] System directs to the home page.
	[A03] User sees "Join Lobby" button.
	[A04] Click on the "Join Lobby" button.
	[A05] User enters a valid lobby name.
	[A06] User clicks a "Join Blue Team" button.
	[V01] Observe that user join the lobby created and on the blue team.
Cleanup	Return back to main page

8.40 SYSO.RTF.01

TC_ID	SYSO.RTF.01
Purpose	Use the camera for game.
Requirements	
Priority	High.
Estimated Time Needed	10 Seconds
Dependency	Login test case should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Enter valid information for login.

	[A03] Enter the app with account.
	[A04] Give permission to app for using camera.
	[V01] Observe that the camera permission enabled and app open.
Cleanup	Link to main page.

8.41 SYSO.RTF.02

TC_ID	SYSO.RTF.02
Purpose	Use the camera for game.
Requirements	
Priority	High.
Estimated Time Needed	10 Seconds
Dependency	Login test case should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Enter valid information for login.
	[A03] Enter the app with account.
	[A04] Don’t give permission to app for using camera.
	[V01] Observe that the app doesn’t open.
Cleanup	Logout from app.

8.42 SYSO.RTF.03

TC_ID	SYSO.RTF.03

Purpose	Use the camera for game.
Requirements	
Priority	High.
Estimated Time Needed	5 Second
Dependency	Start game test case should pass.
Setup	Game should started.
Procedure	[A01] Enter to app.
	[A02] Enter to game.
	[A03] Click shoot button in the game.
	[V01] Observe that the app take camera frame with low latency for segmentation.
Cleanup	Frame will use for segmentation.

8.43 SYSO.RTF.04

TC_ID	SYSO.RTF.04
Purpose	Use the camera for game.
Requirements	
Priority	High.
Estimated Time Needed	5 Second
Dependency	Start game test case should pass.
Setup	Game should started.
Procedure	[A01] Enter to app.
	[A02] Enter to game.

	[A03] Click shoot button in the game.
	[V01] Observe that the app doesn't take camera frame.
Cleanup	Frame can't use for segmentation.

8.44 SYSO.SPB.01

TC_ID	SYSO.SPB.01
Purpose	Segmenting Player Body for Using in the Game
Requirements	
Priority	High.
Estimated Time Needed	1-10 seconds
Dependency	Shooting button click test case should be pass.
Setup	Database connection should be setup.
Procedure	[A01] Enter to app.
	[A02] Enter to game.
	[A03] Click shoot button in the game.
	[V01] Observe that the app take camera frame and segment player body.
Cleanup	Player can be hit opponent players.

8.45 SYSO.SPB.02

TC_ID	SYSO.SPB.02
Purpose	Segmenting Player Body for Using in the Game
Requirements	
Priority	High.

Estimated Time Needed	1-10 seconds
Dependency	Shooting button click test case should be pass.
Setup	Database connection should be setup.
Procedure	[A01] Enter to app.
	[A02] Enter to game.
	[A03] Click shoot button in the game.
	[V01] Observe that the app take camera frame but doesn't segment player body correctly.
Cleanup	Player can't hit opponent players.

8.46 SYSO.HPP.01

TC_ID	SYSO.HPP.01
Purpose	Determine correctly hit part of opponent player
Requirements	
Priority	High.
Estimated Time Needed	1-10 Seconds
Dependency	Segment player body test case should be pass.
Setup	Database connection should be setup.
Procedure	[A01] Enter to app.
	[A02] Enter to game.
	[A03] Click shoot button in the game.

	[A03] Segment body from the AI model.
	[V01] Observe that the app determine hit part of person and deals the right damage.
Cleanup	Correct damage apply to the hit person.

8.47 SYSO.HPP.02

TC_ID	SYSO.HPP.02
Purpose	Determine correctly hit part of opponent player
Requirements	
Priority	High.
Estimated Time Needed	1-10 Seconds
Dependency	Segment player body test case should be pass.
Setup	Database connection should be setup.
Procedure	[A01] Enter to app.
	[A02] Enter to game.
	[A03] Click shoot button in the game.
	[A03] Segment body from the AI model.
	[V01] Observe that the app doesn't correctly determine hit part of person and doesn't deals the right damage.
Cleanup	Incorrect damage apply to the hit person.

8.48 SYSO.OMP.01

TC_ID	SYSO.OMP.01
Purpose	Observe the effect of output stride parameter to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the value of output stride is increased.
Cleanup	-

8.49 SYSO.OMP.02

TC_ID	SYSO.OMP.02
Purpose	Observe the effect of multiplier parameter to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.

	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the value of multiplier is decreased. The ideal value is 0.5.
Cleanup	-

8.50 SYSO.OMP.03

TC_ID	SYSO.OMP.03
Purpose	Observe the effect of quantBytes parameter to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the value of quantBytes is decreased.
Cleanup	-

8.51 SYSO.OMP.04

TC_ID	SYSO.OMP.04

Purpose	Observe the effect of segmentation threshold parameter to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the value of segmentation threshold is decreased.
Cleanup	-

8.52 SYSO.OMP.05

TC_ID	SYSO.OMP.05
Purpose	Observe the effect of internal resolution parameter to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.

	[V01] Observe that the model is accelerated when the value of internal resolution is decreased.
Cleanup	-

8.53 SYSO.OBP.01

TC_ID	SYSO.OBP.01
Purpose	Observe the effect of combining and reducing the body parts existing in the head to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the the body parts in the head are combined.
Cleanup	-

8.54 SYSO.OBP.02

TC_ID	SYSO.OBP.02
Purpose	Observe the effect of combining and reducing the body parts

	existing in the arm to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.
	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the the body parts in the arm are combined.
Cleanup	-

8.55 SYSO.OBP.03

TC_ID	SYSO.OBP.03
Purpose	Observe the effect of combining and reducing the body parts existing in the leg to the speed of the model.
Priority	High.
Estimated Time Needed	3- 10 Seconds
Dependency	Output stride parameter test cases should pass.
Setup	Bodypix model should be loaded.
Procedure	[A01] Enter to app.

	[A02] Start the game.
	[A03] Click shoot button.
	[V01] Observe that the model is accelerated when the the body parts in the leg are combined.
Cleanup	-

8.56 SYSO.LLV.01

TC_ID	SYSO.LLV.01
Purpose	User's location permission not granted
Priority	High.
Estimated Time Needed	10 second
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Do not give location permission to application.
	[V01] Observe that a warning appears indicating that the user has not given permission.
Cleanup	The utilization of acquired GPS data in the game.

8.57 SYSO.LLV.02

TC_ID	SYSO.LLV.02
Purpose	User’s location permission granted and getting latitude and longitude values correctly
Priority	High.
Estimated Time Needed	10 second
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking latitude and longitude values correctly.
	[V01] Observe that the message is sent indicating that the user’s information has been correctly obtained.
Cleanup	The utilization of acquired GPS data in the game.

8.58 SYSO.LLV.03

TC_ID	SYSO.LLV.03
Purpose	User’s location permission granted and getting latitude and longitude values incorrectly
Priority	High.
Estimated Time Needed	10 second
Dependency	Login test cases should pass.
Setup	Database connection should be setup.

Procedure	[A01] Login test cases should pass.
	[A02] Give location permission to application.
	[A03] Taking latitude and longitude values incorrectly.
	[V01] Observe that the warning message is sent indicating that the user's information has been incorrectly obtained.
Cleanup	The utilization of acquired GPS data in the game.

8.59 SYSO.HIC.01

TC_ID	SYSO.HIC.01
Purpose	User's location permission not granted
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Do not give location permission to application.
	[V01] Observe that a warning appears indicating that the user has not given permission.

Cleanup	The utilization of acquired GPS data in the game.

8.60 SYSO.HIC.02

TC_ID	SYSO.HIC.02
Purpose	User's location permission granted and getting heading values from compass correctly
Priority	Medium
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking heading values correctly from compass of the mobile phone.
	[V01] Observe that the message is sent indicating that the user's heading information has been correctly obtained.
Cleanup	The utilization of acquired heading data in the game.

8.61 SYSO.HIC.03

TC_ID	SYSO.HIC.03

Purpose	User’s location permission granted and getting heading values from compass incorrectly
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking heading values incorrectly from compass of the mobile phone.
	[V01] Observe that the warning message is sent indicating that the user’s heading information has been incorrectly obtained.
Cleanup	The utilization of acquired heading data in the game.

8.62 SYSO.CD.01

TC_ID	SYSO.CD.01
Purpose	User’s location permission not granted
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Do not give location permission to application.
	[V01] Observe that a warning appears indicating that the user

	has not given permission.
Cleanup	The utilization of acquired GPS data in the game.

8.63 SYSO.CD.02

TC_ID	SYSO.CD.02
Purpose	User's location permission granted and getting two latitude and longitude values correctly
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.

	[A03] Taking two latitude and longitude values correctly.
	[V01] Observe that the message is sent indicating that the users' information has been correctly obtained.
Cleanup	The utilization of acquired GPS data in the game.

8.64 SYSO.CD.03

TC_ID	SYSO.CD.03
Purpose	User's location permission granted and getting one latitude and longitude values correctly and the other latitude and longitude values incorrectly
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking one latitude and longitude values correctly and the other one is incorrect.
	[V01] Observe that the warning message is sent indicating that the one user's information has been incorrectly obtained.
Cleanup	The utilization of acquired GPS data in the game.

8.65 SYSO.CD.04

TC_ID	SYSO.CD.04
Purpose	User's location permission granted and getting two latitude and longitude values incorrectly
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking two latitude and longitude values correctly
	[V01] Observe that the message is sent indicating that the users' information has been incorrectly obtained.
Cleanup	The utilization of acquired GPS data in the game.

8.66 SYSO.CD.05

TC_ID	SYSO.CD.05
Purpose	Users' location values are correct and calculating distance correctly.

Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.
	[A02] Give location permission to application.
	[A03] Taking heading values incorrectly from compass of the mobile phone.
	[A04] Calculating distance with haversine formula.
	[A05] Compare the calculated distance with the actual distance to verify its accuracy.
	[V01] Observe that the message is sent indicating that the distance information has been correctly obtained.
Cleanup	The utilization of acquired distance information in the game.

8.67 SYSO.CD.06

TC_ID	SYSO.CD.06
Purpose	Users' location values are correct and calculating distance incorrectly.
Requirements	
Priority	Medium.
Estimated Time Needed	10 Second.
Dependency	Login test cases should pass.
Setup	Database connection should be setup.
Procedure	[A01] Go to login page.

	[A02] Give location permission to application.
	[A03] Taking heading values incorrectly from compass of the mobile phone.
	[A04] Calculating distance with haversine formula.
	[A05] Compare the calculated distance with the actual distance to verify its accuracy.
	[V01] Observe that the warning message is sent indicating that the distance information has been incorrectly obtained.
Cleanup	The utilization of acquired distance information in the game.

9. Test Results

9. 1 User Operations Test Results

TC_ID	Priority	Date Run	Result	Explanation
UO.SFR.01	Medium	13.03.2024	Pass	pop up screen closed after request sent.

UO.SFR.0.2	Medium	13.03.2024	Pass	System displays warning message.
UO.SFR.0.3	Medium	13.03.2024	Pass	System displays warning message.
UO.VFR.0.1	Medium	13.03.2024	Pass	System opens pop up screen.
UO.VFR.0.2	Medium	13.03.2024	Pass	System opens pop up screen but it is empty.
UO.VFR.0.3	Medium	13.03.2024	Pass	System displays successful message
UO.VFR.0.4	Medium	13.03.2024	Pass	System display warning message.
UO.OFL.0.1	Medium	11.03.2024	Not executed	
UO.OFL.0.2	Medium	11.03.2024	Not executed	
UO.CL0.1	High	13.03.2024	Pass	Create Lobby operation was successful.
UO.CL0.2	High	13.03.2024	Pass	Nothing changes
UO.CL0.3	High	13.03.2024	Pass	Lobby name accepted.
UO.CL0.4	High	13.03.2024	Pass	Observed a warning message.

UO.CL0.5	High	14.03.2024	Pass	Joined Red Team was succesfull.
UO.CL0.6	High	14.03.2024	Pass	Joined Blue Team was succesfull.
UO.JL0.1	High	04.04.2024	Pass	Join Lobby operation was successful.
UO.JL0.2	High	04.04.2024	Pass	Join Lobby operation was successful.
UO.JL0.3	High	04.04.2024	Not Executed	
UO.JL0.4	High	24.05.2024	Not Executed	
UO.JL0.5	High	24.05.2024	Not Executed	
UO.RG.ME.01	High	24.05.2024	Pass	Register operation was successful.
UO.RG.ME.02	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.ME.03	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.ME.04	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.ME.05	High	24.05.2024	Pass	Observed a warning sentence.
UO.RG.ME.06	High.	24.05.2024	Pass	Observed a warning sentence.
UO.RG.PA.01	High	24.05.2024	Pass	Register operation was

				successful.
UO.RG.PA.02	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.PA.03	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.PA.04	High.	24.05.2024	Pass	Observed a warning message.
UO.RG.PA.05	High	24.05.2024	Pass	Observed a warning sentence.
UO.RG.PA.06	High.	24.05.2024	Pass	Observed a warning sentence.
UO.LG.01	High.	24.05.2024	Pass	Login operation was successful.
UO.LG.02	High.	24.05.2024	Pass	Observed a warning message.
UO.LG.03	High	24.05.2024	Pass	Observed a warning message.
UO.LG.04	High.	24.05.2024	Pass	Observed a warning message.
UO.LG.05	High.	24.05.2024	Pass	Observed a warning sentence.
UO.LG.06	High.	24.05.2024	Pass	Observed a warning sentence.

9.2 System Operations Test Results

TC_ID	Priority	Date Run	Result	Explanation
SYSO.DTH.01	Medium	15.02.2024	Pass	Observe that user use the buttons on the screen.
SYSO.DTH.02	Medium	15.02.2024	Pass	Observe that user cannot use the buttons on the screen.
SYSO.RTF.01	High	14.02.2024	Pass	Observed that the camera is working properly.
SYSO.RTF.02	High	14.02.2024	Pass	Observed that the camera was not working and app closed
SYSO.RTF.03	High	14.02.2024	Pass	Observed that the camera is working properly and the real-time frame received from the camera
SYSO.RTF.04	High	14.02.2024	Pass	Observed that the camera is working properly but real-time frame not taken correctly.
SYSO.SBP.01	High	27.02.2024	Mostly Pass	Observed that model correctly segmentate body, rarely segmentation does not segment correctly.
SYSO.SBP.02	High	27.02.2024	Pass	Observed that model not correctly segmentate body. The reasons for this were

				determined and necessary precautions were taken.
SYSO.HPP.01	High	18.03.2024	Mostly Pass	Observed that model correctly determine hit part of the human body. In rare cases, the model may be misidentified.
SYSO.HPP.02	High	18.03.2024	Pass	Observed that model was not correctly determine hit part of the human body. The reasons for this were determined and necessary precautions were taken..
SYSO.OMP.01	High	02.03.2024	Pass	The model is accelerated when the value of output stride is increased.
SYSO.OMP.02	High.	02.03.2024	Pass	The model is accelerated when the value of multiplier is decreased.
SYSO.OMP.03	High.	02.35.2024	Pass	The model is accelerated when the value of quantBytes is decreased.
SYSO.OMP.04	High.	02.03.2024	Pass	The model is accelerated when the value of segmentation threshold is decreased.
SYSO.OMP.05	High	02.03.2024	Pass	The model is accelerated when the value of internal resolution is decreased.
SYSO.OBP.01	High.	10.03.2024	Pass	The model is accelerated

				when the the body parts in the head are combined.
SYSO.OBP.02	High.	10.03.2024	Pass	The model is accelerated when the the body parts in the arm are combined
SYSO.OBP.03	High.	10.03.2024	Pass	The model is accelerated when the the body parts in the leg are combined.
SYSO.LLV.01	High	18.02.2024	Pass	Observed a warning message appears that the user has not given permission.
SYSO.LLV.02	High.	18.02.2024	Pass	Observed a message appears that the user’s latitude and longitude values have been correctly obtained.
SYSO.LLV.03	High.	18.02.2024	Pass	Observed a message appears that the user’s latitude and longitude values have been incorrectly obtained.
SYSO.HIC.01	Medium.	25.02.2024	Pass	Observed a warning message appears that the user has not given permission.
SYSO.HIC.02	Medium.	25.02.2024	Pass	Observed a message appears that the

				user’s heading values have been correctly obtained.
SYSO.HIC.03	Medium.	25.02.2024	Pass	Observed a message appears that the user’s heading values have been incorrectly obtained.
SYSO.CD.01	Medium.	25.02.2024	Pass	Observed a warning message appears that the user has not given permission.
SYSO.CD.02	Medium.	25.02.2024	Pass	Observed a message appears that the users’ information has been correctly obtained.
SYSO.CD.03	Medium.	25.02.2024	Pass	Observed a message appears that the one user’s information has been incorrectly obtained.
SYSO.CD.04	Medium.	25.02.2024	Pass	Observed a message appears that the users’ information has been incorrectly obtained.
SYSO.CD.05	Medium.	25.02.2024	Pass	Observed a message appears that the distance information has been correctly obtained.
SYSO.CD.06	Medium.	25.02.2024	Pass	Observed a message appears that the distance information has been incorrectly obtained.

9.3 Summary of Test Results

Priority	Number of TCs	Executed	Passes
High	49	46	46
Medium	18	16	16
Total	67	62	62

9.4 Exit Criteria

Criteria	Met or Not
85% of the test cases are executed.	Met.
90% of the test cases passed.	Met.
All High test cases passed	Met.