Heading

System and Unit Test Report
EZ 3D
Nov. 30, 2021

System Test Scenarios

Sprint 1

User Story 1: As a 3D modeler, I need to have a full window viewport so I can model with ease.
User Story 2: As a 3D modeler, I need to be able to move in the scene so I can better see my models.
User Story 3: As a 3D modeler, I need to be able to bring meshes(cube, sphere, cylinder, etc.) into the scene so I can make assets and environments.
User Story 4: As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.
User Story 5: As a 3D modeler, I need to be able to clearly see the object and its relation to the ground.

Scenario for user stories 1 to 5:

Sprint 2

User Story 1: As a 3D modeler, I need to be able to manipulate Translate/Rotate/Scale with click/drag and/or by units so I can be as precise as I want.
User Story 2: As a 3D modeler, I need to have hotkeys between Translate, Rotate, Scale so I can work efficiently. (E.g, 'w' brings translate slider window pops up).
User Story 3: As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.
User Story 4: As a developer of the project, I need the code to uncluttered

Sprint 3

User Story 1: As a 3D modeler, I need to be able to manipulate Translate/Rotate/Scale with click/drag and/or by units so I can be as precise as I want.
User Story 2: As a 3D modeler, I need to be able to manipulate the light sources so the shading looks the way I want.
User Story 3: As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.
User Story 4: As a developer of the project, I need the code to uncluttered
User Story 5: As an artist, I need Wireframe/Faceted/Smooth shading options so I can specialize the aesthetic of my scene.
User Story 6: As a 3D modeler, I need to be able to change the color of each of my meshes so I can make distinct meshes in my scene.
User Story 7: As a 3D modeller, I need to be able to manipulate vertices and faces of my models

Sprint 4

User Story 1: As a regular user of EZ 3D, I need to be able to export/import my work so I can easily pick up where I left off.(obj/stl)

User Story 2: As a 3D modeler, I need to be able to bring meshes (cube, sphere, cylinder, etc.) into the scene so I can make assets and environments.

User Story 3: As a 3D modeler, I need all of my meshes to be in the outliner and the ability to hide/name objects in the scene.

User Story 4: As a new 3D modeler, I need a user manual, so that I can understand how to use the product.

User Story 5: As a 3D modeler, I want to be able to toggle fog on/off.

User Story 6: As a 3D modeler, I may want to give my shapes more resolution (e.g., changing the # of sides on a cylinder in my scene).

User Story 7: As a 3D modeler, I need to be able to at least undo the last mistake that I made

<u>Unit Tests</u>