UAT Plan for [Blinged Specs]

Index

1. Scope

1.1. Objectives and business requirements

In this section, outline the business requirements. In other words:

- **What are our goals? What are we hoping to accomplish with this project/feature?** The goal is to construct a good design to support Kaia with her vision, that will make everything easier and simpler for her to visualize her surroundings without her cane. We are hoping that these glasses will be prioritized more than the walking canes.
- **How will we measure success?** We will measure success by looking at our views and reviews between time and we will get to know if they are positive or negative.

Example:
The goal of this user acceptance test is to ensure all the features of a website aimed at helping young people understand mental health work as designed.

1.2. Scope

In this section, outline the scope. This means:

- **What is the pain point we're trying to fix?** The pain point we're trying to fix in building glasses for someone blind is to provide them with a device that enhances their independence and mobility, thereby improving their overall quality of life and reducing their reliance on others.
- **What are we testing exactly, and what are we *not* testing?** We are testing how well the glasses work for providing feedback to the blind user. We are not testing the user's medical condition or the long-term health effects of the glasses, which are subjects for medical professionals and clinical trials.

Example:
The collision detection algorithm has been refined to respond earlier and bring the robot to halt in a more controlled manner

For this UAT test, we'd like to:

- *Does the collision detection system identify solid objects*
- *Does the collision detection system begin responding earlier*
- *Does the collision detection system visual outputs work*

For the UAT test, we are not testing:

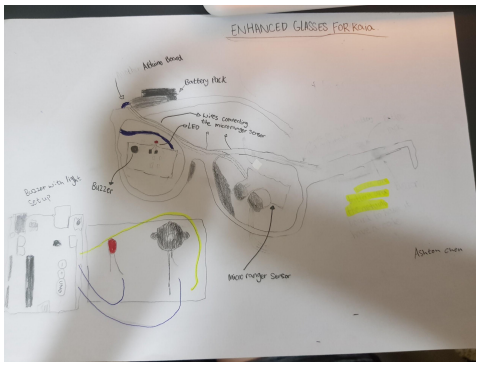
- *Other vehicle response mechanisms*
- *Does the collision response mechanism respond to mobile, irregular or transparent objects*

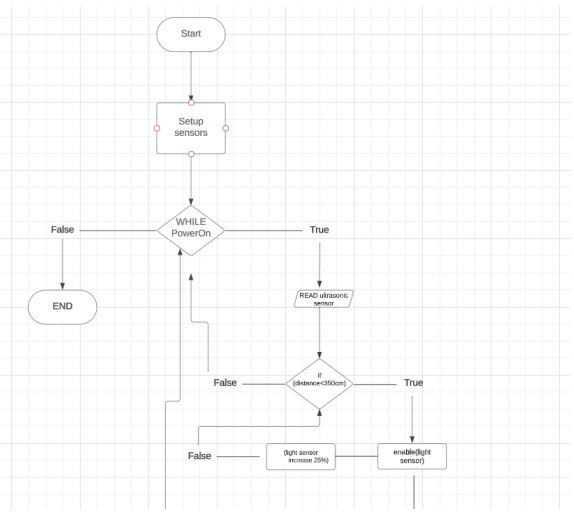
1.3. System Diagrams

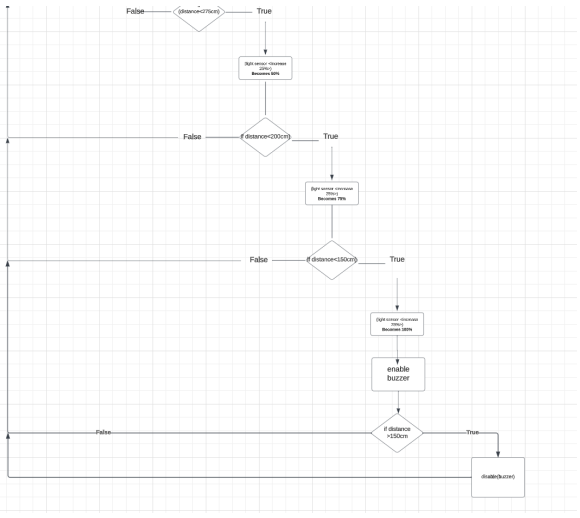
In this section, paste any drawings or diagrams that help the UAT team understand the program being tested. With each drawing include a brief explanation of how the drawing represents the application or system being tested.

Example:

- *Storyboards*
- *Wireframes*
- *Flow charts*
- *Schematics*
- *Pictorials*
- *Moodboards*
- *etc*







2. Testing team

In this section, list out members of your QA team and what their roles will be during UAT.

Example:

Name	**Responsibilities**
Emily Parker	Design test cases for smart glass functionality
Mark Davis	Evaluate the integration of ultrasonic sensors
Nina Aung	Made sure the final item is fully functional and is safe to wear
Thai Chan	Conduct testing for compatibility with different age groups
Kat Nguyen	Reviewed whether the final product is fully functional and responsive

2- 350

3. Test Scripts

This section is more important than it seems—it is crucial that both the QA team and the testers know what features must be tested, especially if you're testing a lot at once.

Test	Describe the feature being tested	Describe the user input or test data	Describe the pass criteria	
1.1	Ensure that the ultrasonic sensor measures distances accurately.	Place the glasses on a stable surface. Use objects at various distances in front of the glasses.	The glasses should be able to accurately measure and display the distances using the LED on the lens and provide audio feedback through the buzzer.	Tester name: Kat Nguyen ☑ PASS ☐ FAIL Observations: The glasses did well measuring distances with the LED. The buzzer stayed quiet for far distances as planned. It all worked effectively.
1.2	Verify that the glasses can control the buzzer based on the measured distance from obstacles.	Place objects at varying distances in front of the glasses, with some objects closer than 100mm and others farther away.	When the glasses detect an obstacle closer than 100mm, the buzzer should provide audio alerts. When the glasses detect an obstacle farther away than 100mm, the glasses should turn off the buzzer. The glasses should be able to tell between distances and control the buzzer accordingly.	Tester name: Emily Parker ☑ PASS ☐ FAIL Observations: The glasses handled the buzzer based on distance effectively. It beeped for close objects (<100mm) and stayed quiet for distant ones (>100mm). It correctly sensed the distances and controlled the buzzer as expected.
1.3	Ensure that the buzzer provides alerts for obstacles.	Put things at different distances in front of the glasses to pretend they are obstacles.	When an obstacle is detected, the LED and buzzer should alert together, matching the obstacle's distance accurately.	Tester name: Emily Parker ☑ PASS ☐ FAIL Observations: The glasses did manage to alert with the LED and buzzer together but there is a slight 0.5

				seconds delay when the obstacle is in front of the wearer.

Write step-by-step, detailed but concise instructions on how to test the feature.