System and Unit Test Report
SoundSend

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System Test Scenarios:

Sprint 1:

As a broadcaster, I need to be able to start a channel from the client

Scenario:

Connect to main UI to HTTP Join Request code

Sprint 1:

As a broadcaster I want to create a channel with a unique/independent channel to host content

Scenario:

Backend-GET request to server that the channel name can be used/validated

Sprint 2:

User Story : As a listener, I need to be able to tune into a channel on the server so that I can stream from the broadcast

Scenario:

Open application

Chose between two buttons- start channel or join channel

Click join channel

User will be taken to join channel where there will be a list of active channels

Select your choice of active channel

Redirected to desired audio on the next page

Sprint 2:
As a listener I want to listen to audio

Scenario:
Open the application
view the channels
Select a channel within the list view
Will be taken to a page with the selected audio

Sprint 3:
As a broadcaster, I need to be able to record audio and send it to my channel

Scenario:
Open application
Choice between two buttons-start channel or join channel
Choose start channel which was selected
Use mic to add the audio
The audio is sent in 10 second chunks to the backend
Click button once to end the recording

Sprint 3:
As a server owner, I need to be able accept and publish audio for users to listen to

Scenario:
Audio is sent in 10 second chunk
Next 10 second chunk is downloaded as prior chunk is being played
Server will accept 10 second chunks of audio from broadcaster

Unit Tests

There is a directory named Testing in our Git Repository which has our unit tests.