

System Verification and Validation Report for Chess Connect

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1 Revision History

| Date | Version | Notes |
|------------|-------------------|--|
| 2023-03-04 | Arshdeep Aujla | Added Template for Nonfunctional Requirements |
| 2023-03-05 | Arshdeep Aujla | Added Table for functional requirements, traceability matrix |
| 2023-03-07 | Jonathan Cels | Added functional requirement test reports |

2 Symbols, Abbreviations and Acronyms

| symbol | description |
|--------|----------------------|
| T | Test |
| FSM | Finite State Machine |

Refer to SRS Section 1 for an extensive list of used symbols, abbreviations, and acronyms.

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3 Functional Requirements Evaluation

Refer to the VnV Plan for descriptions of the tests derived to evaluate the functional requirements.

3.1 Game Active State

| Test | Input | Expected | Actual | Notes | Result |
|------|---|--|--|--|--------|
| GA-1 | Draw/resign button pressed while game active. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| GA-2 | Start game button pressed while game active. | System variable 'gameInProgress' remains true. | System variable configured correctly. | | Pass |
| GA-3 | User mode button pressed while game active. | System variable 'currMode' changed to represent the selected user mode. | User mode unchanged. | Design changed, user mode not switchable while a game is active. | Rework |
| GA-4 | Start game button pressed while game inactive. | System variable 'gameInProgress' set to true, 'currFEN' variable is set to the starting FEN. | System variables configured correctly. | | Pass |
| GA-5 | Move made that results in stalemate or checkmate according to the rules of chess while game inactive. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |

Table 1: Active State Functional Requirements Results

3.2 Game Inactive State

| Test | Input | Expected | Actual | Notes | Result |
|------|--|--|---------------------------------------|--|--------|
| GI-1 | Start game button pressed while game inactive. | System variable 'gameInProgress' set to true. | System variable configured correctly. | | Pass |
| GI-2 | User mode button pressed while game inactive. | User mode unchanged. | System variable configured correctly. | Design changed, user mode is now switchable (only) while a game is inactive. | Rework |
| GI-3 | Draw/resign button pressed while game inactive. | System variable 'gameInProgress' remains false. | System variable configured correctly. | | Pass |
| GI-4 | Piece moved while game inactive. | System variable 'currFEN' is unchanged. | System variable configured correctly. | | Pass |
| GI-5 | Draw/resign button pressed, or move made that results in stalemate or checkmate according to the rules of chess while game active. | Game termination and winner are displayed on LCD screen. | Display updates correctly. | | Pass |

Table 2: Inactive State Functional Requirements Results

3.3 Normal Mode

| Test | Input | Expected | Actual | Notes | Result |
|------|---|---|---------------------------------------|-------|--------|
| NB-1 | Piece moved while in normal mode. | Game state is updated to reflect piece movement. | Game state updated correctly. | | Pass |
| NB-2 | Resign button pressed while in normal mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| NB-3 | Draw button pressed while in normal mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| ND-1 | Game state updated while in normal mode. | Updated game state is transmitted to the web application via Bluetooth. | Game state transmitted correctly. | | Pass |
| NA-1 | Web application receives updated game state while in normal mode. | Update to game state is reflected on web application display. | Display updates correctly. | | Pass |
| NA-2 | Game termination occurs while in normal mode. | Game termination and winner are displayed on web application display. | Display updates correctly. | | Pass |

Table 3: Normal Mode Functional Requirements Results

3.4 Engine Mode

| Test | Input | Expected | Actual | Notes | Result |
|------|---|---|---------------------------------------|--|--------------|
| EB-1 | Piece moved while in engine mode. | Game state is updated to reflect piece movement. | Game state updated correctly. | | Pass |
| EB-2 | Resign button pressed while in engine mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| EB-3 | Draw button pressed while in engine mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| EB-4 | Engine moves transmitted from the web application to microcontroller. | Engine moves are displayed on the LCD screen. | Display updated correctly. | | Pass |
| ED-1 | Game state updated while in engine mode. | Updated game state is transmitted to the web application via Bluetooth. | Game state transmitted correctly. | | Pass |
| ED-2 | Engine moves are calculated by the web application. | Calculated engine moves are transmitted from the web application to the microcontroller via Bluetooth | Moves transmitted correctly. | Only one engine move currently calculated, more planned in future revisions. | Partial Pass |

| Test | Input | Expected | Actual | Notes | Result |
|------|---|---|---------------------------------|---|--------|
| EA-1 | Web application receives updated game state while in engine mode. | Update to game state is reflected on web application display. | Display updates correctly. | | Pass |
| EA-2 | Engine moves are calculated by the web application. | Calculated engine moves are displayed on web application display. | Engine moves are not displayed. | Not implemented, planned in future revisions. | TBD |
| EA-3 | Game termination occurs while in engine mode. | Game termination and winner are displayed on web application display. | Display updates correctly. | | Pass |

Table 4: Engine Mode Functional Requirements Results

3.5 Beginner Mode

| Test | Input | Expected | Actual | Notes | Result |
|------|---|---|---------------------------------------|---|--------|
| BB-1 | Piece moved while in beginner mode. | Game state is updated to reflect piece movement. | Game state updated correctly. | | Pass |
| BB-2 | Piece picked up and held while in beginner mode. | LEDs on board indicate legal moves. | Correct LEDs light up. | | Pass |
| BB-3 | Piece moved such that an illegal move is made while in beginner mode. | LEDs on board indicate illegal move. | Correct LEDs light up. | Not implemented, planned in future revisions. | TBD |
| BB-4 | Resign button is pressed while in beginner mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| BB-5 | Draw button is pressed while in beginner mode. | System variable 'gameInProgress' set to false. | System variable configured correctly. | | Pass |
| BD-1 | Game state is updated while in beginner mode. | Updated game state is transmitted to the web application via Bluetooth. | Game state transmitted correctly. | | Pass |

| Test | Input | Expected | Actual | Notes | Result |
|------|---|--|----------------------------|---|--------|
| BA-1 | User selcetions chess instructions in web application. | Web application displays detailed rules for how to play chess. | N/A | Not implemented, planned in future revisions. | TBD |
| BA-2 | Web application receives updated game state while in beginner mode. | Update to game state is reflected on web application display. | Display updates correctly. | | Pass |

Table 5: Beginner Mode Functional Requirements Results

4 Nonfunctional Requirements Evaluation

Refer to the VnV Plan for descriptions of the tests derived to evaluate the non-functional requirements.

4.1 Look and Feel

| Test | Result | Notes |
|-------|--------|-------|
| NFT-1 | | |

Table 6: Look and Feel Non-Functional Requirements Results

4.2 Usability and Humanity

| Test | Result | Notes |
|-------|--------|-------|
| NFT-2 | | |
| NFT-3 | | |

Table 7: Usability and Humanity Non-Functional Requirements Results

4.3 Performance

| Test | Result | Notes |
|-------|--------|-------|
| NFT-4 | | |
| NFT-5 | | |
| NFT-6 | | |
| NFT-7 | | |

Table 8: Performance Non-Functional Requirements Results

4.4 Health and Safety

| Test | Result | Notes |
|-------|--------|-------|
| NFT-8 | | |

Table 9: Health and Safety Non-Functional Requirements Results

4.5 Precision and Accuracy

| Test | Result | Notes |
|-------|--------|-------|
| NFT-9 | | |

Table 10: Precision and Accuracy Non-Functional Requirements Results

4.6 Capacity

| Test | Result | Notes |
|--------|--------|-------|
| NFT-10 | | |

Table 11: Capacity Non-Functional Requirements Results

4.7 Security

| Test | Result | Notes |
|--------|--------|-------|
| NFT-11 | | |
| NFT-12 | | |

Table 12: Security Non-Functional Requirements Results

5 Unit Testing

6 Changes Due to Testing

The results detailed in the above tests prompted a number of design changes in the hardware, embedded and web application systems. Outlined below are the changes made as result.

6.1 Embedded Testing

Testing the finite state machine located in the electrical system resulted in incorrect functionality according to the design. A finite state machine was designed to control the functionality of the electrical system dictated by the user. It allows users to change modes and have control over the performance of the board. The initial implementation of the FSM utilized a slow clock speed and certain inputs were missed as a result. The new solution is to increase the clock speed of the FSM and include buffers within the states to increase the robustness of the system.

Easy mode provides the functionality of possible moves for pieces on the board. When a piece is lifted, the available squares are highlighted. During testing of the function, there were a number of edge cases that were not covered such as castling, en passant and check scenarios. The proposed solution was to increase the robustness of the algorithm and maintain logs of the game to account for these edge cases.

6.2 Hardware Testing

Testing the hall sensor piece detection circuits at scale uncovered issues with sensitivity of the sensors. At scales of four or more sensors in series, the sensitivity of the reading was too large. Initial solutions included improvement of the hardware. This included improvement of the power supply, grounding and sensors themselves. These solutions did not solve the issue. As a result, the requirements of the sensors have been changed to sense north and south poles exclusively. The functionality of individual piece detection was not feasible.

Assembly of the revision one chess board displayed issues with robustness of the connections between mechanical and electrical assemblies. Temporary connection was established with electrical and duct tape. The electrical system suspended below the mechanical system. After testing of the board, connection points began to fail and separation occurred. The solution for revision two is assembly of the mechanical and electrical systems simultaneously. The two systems are assembled together and the robustness of the system is increased.

6.3 Web Application Testing

Integration of the web application with the embedded system revealed an error with the implementation of polling in the web application. Polling required handling of constant data transmission between systems. Issues were clear with required data and processing dedicated to this communication. One of the proposed solutions is the implementation of a refresh to erase the stored data. This eliminates the data size issue. A second solution is the introduction of sockets which eliminates polling entirely and solves the data size and processing issues.

7 Automated Testing

8 Trace to Requirements

| Test | Requirement |
|------|-------------|
| GA-1 | GA1 |
| GA-2 | GA2 |

| | |
|------|---------------|
| GA-3 | GA3 |
| GA-4 | GA6 |
| GA-5 | GA7 |
| GI-1 | GI1 |
| GI-2 | GI2 |
| GI-3 | GI3 |
| GI-4 | GI4 |
| GI-5 | GI5, GI6 |
| NB-1 | NB1 |
| NB-2 | NB2 |
| NB-3 | NB3 |
| ND-1 | ND1 |
| NA-1 | NA1, NA2 |
| NA-2 | NA3 |
| EB-1 | EB1 |
| EB-2 | EB2 |
| EB-3 | EB3 |
| EB-4 | EB4 |
| ED-1 | ED1 |
| ED-2 | ED2 |
| EA-1 | EA1, EA2 |
| EA-2 | EA3, EA4, EA5 |
| EA-3 | EA6 |
| BB-1 | BB1 |
| BB-2 | BB2 |
| BB-3 | BB3 |
| BB-4 | BB4 |
| BB-5 | BB5 |
| BD-1 | BD1 |
| BA-1 | BA1 |
| BA-2 | BA2 |
| NFT1 | LF3 |
| NFT2 | UH5 |
| NFT3 | UH6 |

| | |
|-------|------|
| NFT4 | PR1 |
| NFT5 | PR2 |
| NFT6 | PR3 |
| NFT7 | PR4 |
| NFT8 | PR6 |
| NFT9 | PR7 |
| NFT10 | PR10 |
| NFT11 | SR4 |
| NFT12 | SR3 |

Table 13: Requirements Traceability Matrix

9 Trace to Modules

10 Code Coverage Metrics

A Reflection Appendix

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