

Testing Documentation – namedLocation.js

Team – JMZ

Tester – Zachary Hudelson

TC_ID - 001	Test Case Name: localize Wayspot
Prerequisite:	Wayspot has been created via Wayfarer and is active. Wayspot is connected to an 8 th Wall project
Priority:	High
Steps:	<ol style="list-style-type: none">1. Generate link/QR for the experience2. Access Experience from link/QR3. Allow Geolocation4. Allow Gyro5. Allow Camera6. Scan camera over desired wayspot
Expected Result:	Prompt to scan (wayspot name) is gone, and 3D object is displayed in relations to the Wayspot
Actual Result:	Prompt disappeared and Experience was displayed
State:	Success
Execution Date:	10/31/2024
Additional Notes:	n/a

Below is units in test;

S = Succeeded with unit

F = Failed with unit

Unit Test Variable	Parameter Type	State	Passed?	Note
Durkin Bench	(camera, Geolocation)	S	Yes	Properly generated
Kathleen Bench	(camera, Geolocation)	F	Yes	Didn't generate
Durkin Bench (across box)	(Geolocation)	F	No	Camera couldn't recognize wayspot at a distance
Access denied	(Gyro, camera, location)	F	Yes	Didn't open experience w/o all 3

Additional Notes:

Users gain access to the system from a secured link, in this test we didn't include a password protected AR Experience. Upon opening the webapp, users are prompted to grant access to Gyroscope, camera, and location so that the experience can be properly loaded. Gyroscope demonstrated by looking inside of Apollo 11 and angled scans of wayspot. The location requirement demonstrated by 8th wall not opening the experience upon denial, and no camera access was demonstrated by 8th wall opening a blank studio view.

When all 3 requirements for access are granted, the user provides a visual input from their camera (i.e. looking at way spot to localize) and the geolocation is taken directly from their device.

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