

Deliverable #4 – Test Cases

Droid on the Diamond
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Functionality: Baseball Training Droid

| Test Case | Pre-Condition | Test Steps | Expected Results | Notes |
|--|--|---|--|---|
| 1. Pitch System Menu Displays Correctly | 1. App has been loaded past splash screen 2. User is at main home menu | 1. Click on Pitching Mode. | User is now on pitching mode menu screen and can click on various options to setup robot for pitching. | |
| 2. Setup pitch system goes to correct screen. | 1. Test Case #1 has been successfully tested. 2. User is at Pitch System Menu | 1. Click on Setup System | User should now be on the first screen to setup pitch "Select your Height" . | |
| 3. Click on Pitch Location selects correct check box | 1. App has been loaded 2. User has completed Height and Level prompts. | 1. User is on the Select Pitch Location Screen 2. User clicks on baseball icon in the middle. | The middle box now has a red check mark and the user can click submit to go to the next screen. | |
| 4. Test Back Button in Pitch Setup System | 1. App has been loaded 2. Test Case #1 has been tested 3. User has completed test case #2 | 1. Select Height and submit 2. Select Level and Submit 3. On "Select Pitch Location" Screen click on Back button | User should now be in the previous setup screen, the "Choose your level" option. | *Random screen was chosen to test Back button |
| 5. Test Fastball Pitch Type lets you choose a speed | 1. App has been loaded and user has entered Pitch Setup System. 2. User has completed prompts previous to Select Pitch Type screen | 1. User is on the Select Pitch Type Screen. 2.) User has clicked on "Fastball" as pitch type. | A popup window should appear giving the user the option of Average or Advanced speed. The user should be able to choose and click submit to go to next screen. | |
| 6. Test Home button in Pitch Setup System | 1. App has been loaded and user has done test case #5 2. User has just completed test case 5. | 1.) User is now on the Set Pitch Count/Time between pitches screen. 2.) User has clicked on Home button on right corner. | The app should send the user back to the main menu screen. | *Random screen was chosen to test Home button |
| 7. Test Robot "Start Pitch" button | 1. The user has gone through all of the pitching prompts 2. The user has clicked submit after finishing Set Pitch Count/Time options. | 1. A popup window appears displaying the robot is ready to pitch. 2. The user clicks on the Start button. | An animation screen showing a baseball going across the screen appears and ends on the "Pitching Complete" Screen. | |
| 8. Hitting System Menu Displays Correctly | 1. App has been loaded past splash screen 2. User is at main home menu | 1. Click on Hitting Mode | User is now on hitting mode menu "Let's hit!" and can choose options to setup robot for hitting ball to player. | |

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| 9. Click on field position selects the right checkbox | 1. App has been loaded 2. User has completed the skill level option screen. | 1. User has made it to the Choose Field Position screen. 2. User clicks on baseball in right field position location | The check box that says “Right Field” should now have a red checkmark and the user should be able to click submit to continue. | *random field position was chosen to test |
| 10. Clicking on bunt gives error message if outfield position chosen | 1. App has been loaded 2. User has finished executing Test Case #9 and is on the “Select Hit Type” screen. | 1. User has made it to the Select Hit Type Screen 2. User clicks on “Bunt” option | An error message box should display telling the user that this option is unavailable due to their field position being in outfield. | |
| 11. Test “Hit Complete” menu option “Hitting Menu” | 1. Test Case #8 has been successful. 2. User has completed all hit setup prompts and made it to the Hit Complete menu | 1. User clicks on the Hitting Menu button. | The app should take the user back to the Hitting Menu screen that was referenced in Test Case #8. | |
| 12. Catching System Menu displays correctly | 1. App has been loaded past splash screen 2. User is at main home menu | 1. User clicks on the Catching Mode button. | User is now on the catching mode menu “Let’s catch!” and can choose options to setup robot for catching | |
| 13. Catching System – Program Catch Sequence option popup window displays properly | 1. Test Case #12 has been executed successfully. 2. Users has made it to Select Sequence screen | 1. User clicks on Program Catch Sequence Option | A popup box should now display asking the user to choose the number of throws to catch. The user can then set pitch type. | *user will be able to loop through pitch types in future |
| 14. Catching System – View stats option displays stats menu correctly | 1. User has completed catch setup sequence 2. Catch Animation has ended and is on After Catch menu | 1. User clicks on View Stats menu option. | User should be directed to Stats Menu that gives them buttons to click on to view various pitch stats. | |
| 15. Catching System – Choose Next Pitch Type goes to correct screen | 1. User has completed catch setup sequence 2. Catch Animation has ended and is on After Catch menu | 1. User clicks on “Next Pitch Type” menu option | User should be directed back to the “Select Pitch Location” screen in the Catch Setup sequence to setup a new catch sequence. | |
| 16. Ball Retrieval System menu displays correctly | 1. App has been loaded past splash screen 2. User is at main home menu | 1. User clicks on Retrieve Balls menu option. | User is now on the Ball Retrieval menu and can choose options to setup robot to retrieve balls. | |
| 17. Ball Retrieval System – Set Radius gives error message if Travel Path not chosen | 1. User has completed Test Case #16. 2. User has clicked on Set Radius Menu Option | 1. User clicks on Outside as area and Entire Field to search 2. User clicks on Submit | An error message is displayed telling the user that a Travel Path of circular or linear must be chosen. | |
| 18. Ball Retrieval System – Menu option of Power Off works | 1. Retrieval setup finished. 2. User is on Complete Retrieval Screen. | 1. User clicks on Power Off Option 2. User clicks Yes on “Power down robot?” option | User should be able to click “Yes, power down robot” and a power down animation will display. | |