Testing Documentation

# Test A – Correctly outputted .vid file

All .vid files that have been created by STINT Analyser have been able to be opened by Catapult Sprint. No errors have been thrown on Catapult Sprint to detect that the .vid file is not created from within Catapult Sprint itself.

See Appendix A.

# Test B – Determine Stints

Upon visual inspection, the stints created by STINT Analyser have been very accurate in determining player’s activity within a game.

Inspection has been made to the original .vid file and the STINT Analyser outputted .vid file and the time difference <0.5s

See Appendix B.

# Test C – Running Time

Upon running the program, processing for the players are completed within 5 seconds per player.

Actual average times for running times are:

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# Test D – GPS Input Error detection

# Test E – Correct Output of Heuristics

Our revised version of STINT Analyser removes the needs for Player Load and bases entirely on the GPS Coordinates. This heuristic shows accurate .vid files as shown in Appendix E.

The only problems with using only GPS Heuritic is of dud results from GPS failure. This is fixed through the use of a Player Load checker function to remove stints where players are not active.

# Test F – User Input Prompts

The visual inspection of errors ha