Aureos: Software Validation

**Software Quality Testing**

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**Abstract**

Before we can even start testing Aureos, it is quite important to consider the method that is behind it. However, this report exists for getting conscious of how to proceed during the software validation stage, and even more important, to get efficient conclusions at the end of the software cycle itself. Not only this, but also as a requirement for the market commercialization.

**First Method: BlackBox**

Focusing primordially in the external behavior, ‘Black-Box’ allows to test any AR application, slightly efficient. In spite of focusing in how users get in touch with the functionality, the perspective should be, in how the environment interferes in such of convenient situations where Aureos take approach. Black-box attempts to find errors in the following categories (Sommerville I.):

1. Incorrect or missing functions
2. Interface errors
3. Errors in data structures or external database access
4. Behavior or performance errors
5. Initialization and termination errors

Taking this into account, Black-box take a new vision in how the user interacts with his normal paradigm of seeing the world that surrounds him; this translates to Aureos, for having an actual concentration in the camera movements, targets recognition and the database link that is being stimulated during the running of the app.