**Test Planner and Tracker**

**Mind Reader**

**Single Semester Snobs (**Mason Bone, Sophia Drewfs, Jake Grossman, Josiah Moses, Cal Wooten**)**

**We Don’t Byte** ( John Breaux, Kendrick Johnson, Pedro Alvarez, Ryan Tolbert, Thomas Lane)

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| Test No. ID | User Story | Pre-conditions | Test Description (steps) | Expected Outcome | Sprint 1 Outcome | Sprint 2  Outcome | We Don’t Byte Sprint 1 Outcome | We Don’t Byte Sprint 2 Outcome | We Don’t Byte Sprint 3 Outcome | Five Guys  Sprint 1  Outcome | Five Guys Sprint 2 Outcome | Five Guys  Sprint 3  Outcome | Five Guys Sprint 4 Outcome | Five Guys Sprint 5 Outcome | Five Guys Sprint 6 Outcome |
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| TC-1101 | R1: Open  Accessibility  Menu | 1. Workspace is active 2. An editor is open | 1. Right click on the active editor. | The extension menu is present in the context menu that appears. | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1102 | R1: Open  Accessibility  Menu | 1. Workspace is active 2. Editor is open | 1.Use the ‘Show  Editor Context  Menu’ hotkey (Ctrl+?  by default) | The extension menu is present in the context menu that appears. | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1103 | R1: Open  Accessibility  Menu | 1. Workspace is active 2. Editor is open | 1. Use the menu hotkey to open the accessibility menu in the left pane. | The accessibility menu is displayed. | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1201 | R2: Change Theme | 1. Workspace is active. | 1. Open the context menu. 2. Navigate to and   select the extension menu item   1. Navigate to and select the “Select Theme” menu item | The select color theme menu is presented. | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1202 | R2: Change Theme | 1. Workspace is active. | 1. Open the sidebar accessibility menu 2. Navigate to and select the extension menu item.   3. Navigate to and select the “Select Theme” menu item | The select color theme menu is presented. | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |

| TC-1301 | R3: Change Font Size | 1. Workspace is active | 1.Open the accessibility menu through the editor context menu  2.Chooses between Increase,  Decrease, or Reset  Font Size | Depending on the command entered the developer should change the Font Scaling by the users requested input | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TC-1302 | R3: Change Font Size | 1. Workspace is active | 1.Open the command palette by using the hotkey Ctrl+Shift+P  2.Type Increase,  Decrease, or Reset Font Size  3.Choose between these | Depending on the command entered the developer should change the Font Scaling by the users requested input | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1303 | R3: Change Font Size | 1. Workspace is active | 1.Open the accessibility menu through the editor context menu  2. Chooses between Increase, Decrease, or Reset Developer  Scale | Depending on the command entered the developer should change the Developer Scaling by the users requested input | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |

| TC-1304 | R3: Change Font Size | 1. Workspace is active | 1. Open the command palette by using the hotkey  Ctrl+Shift+P   1. Type Increase,   Decrease, or Reset Developer Scale   1. Choose between these | Depending on the command entered the developer should change the Developer Scale by the users requested input | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TC-1401 | R4: Connect to LEGO SPIKE Prime Hub | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected to the computer and is turned on. | 1. Open the command palette 2. Type Connect   LEGO LEGO SPIKE Prime Hub   1. Pick the appropriate port from the quick list | The LEGO SPIKE Prime Hub is connected and a message is output. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1501 | R5: Disconnect from LEGO SPIKE Prime Hub | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open | 1. Open the command palette 2. Type Disconnect   LEGO LEGO SPIKE Prime Hub | A current connected LEGO SPIKE Prime Hub is disconnected. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1601 | R6: Save files to program  slots on the  LEGO SPIKE Prime Hub | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open | 1. Open the command palette 2. run “Upload current file to   LEGO LEGO SPIKE Prime Hub”   1. Pick a program slot to save to. | The current file is uploaded to the specified program slot on the LEGO LEGO SPIKE Prime Hub | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |

| TC-1701 | R7: Run files from program slot on the  LEGO SPIKE Prime Hub | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open | 1. Open the command palette 2. run “Run a program on the LEGO LEGO SPIKE Prime Hub” 3. Pick a program slot to run. | The specified program is run. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TC-1702 | R7: Run files from program slot on the LEGO SPIKE Prime Hub | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open 3. The program to run has an error. | 1. Open the command palette 2. run “Run a program on the LEGO LEGO SPIKE Prime Hub” 3. Pick a program slot to run. | The specified program is run and all errors are printed to the SPIKE Prime Output. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1801 | R8: Delete program from a slot on the LEGO SPIKE Prime Hub. | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open | 1. Open the command palette 2. run “Delete a program on the LEGO LEGO SPIKE Prime Hub” 3. Pick a program slot to delete. | The specified program is removed from the LEGO LEGO SPIKE Prime Hub. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1901 | R9: Stop execution | 1. Workspace is active 2. LEGO SPIKE Prime Hub is connected and the port is open 3. There is currently a program running. | 1. Open the command palette 2. Run “Stop running program on the LEGO LEGO SPIKE Prime Hub” | The running program is stopped. | Not Implemented | Pass | Not in possession of LEGO SPIKE Prime for duration of Sprint 1 | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-1902 | R11: Speech-to-function | 1.) Workspace is active   1. LEGO SPIKE Prime Hub is connected and the port is open 2. There is an access for the microphone | 1. Run “speech-to-text” 2. Give the permission for microphone | The selected option will let you write a function for the LEGO SPIKE Prime Hub through speaking. | Not Implemented |  |  |  |  |  | Extension not tested yet/Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Extension passed. Device will be tested next semester. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. |
| TC-1903 | R12: List Autocomplete options | 1.) Workspace is active  2.) LEGO SPIKE Prime Hub is connected and the port is open  3.) There is an access for speaker | 1) Run “speech-to-text”  2) Start using it over the functions | Using the hotkey after typing a partial function or variable will speak the Intellisense autocomplete options to the user, receiving either a keyboard or voice prompt for selection. |  |  |  |  |  |  | Extension not tested yet/Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Extension passed. Device will be tested next semester. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. |
| TC-1904 | R13: Move cursor function | 1.) Workspace is active   1. LEGO SPIKE Prime Hub is connected and the port is open   There is an access for the microphone | 1) Run “Move cursor”  2) using the hotkey to move the cursor | The hotkey will move the cursor to the start of the program or to the end. | Not Implemented |  |  |  |  |  |  | Will be implemented next semester | Not yet Implemented. | Not yet Implemented. | Not yet Implemented. |
| TC-2001 | R12: Voice Hotkey Activation | 1.) Workspace is active   1. LEGO SPIKE Prime Hub is connected and the port is open   There is an access for the microphone | 1. Run “voice activation Hotkey”  2. Give the permission for microphone | The selected option will let you perform a hotkey function for the LEGO SPIKE Prime Hub through speaking. | Not Implemented |  |  |  |  |  | Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Extension passed. Device will be tested next semester. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. |
| TC-2002 | H4: Listen to cursor context H5: Listen to line context  H6: Get  Indentation  Level | 1. Empty Input |  | No Token | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2002 | H4, H5, H6 | Undefined |  | No Token | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pas | Pass | Pass | Pass |
| TC-2003 | H4, H5, H6 | Whitespace Only |  | No Token | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2004 | H4, H5, H6 | Comments Only |  | COMMENT token containing comment | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2005 | H4, H5, H6 | Single Statement |  | STATEMENT token containing statement | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2006 | H4, H5, H6 | getIndent() accuracy for spaces and tabs |  | Tokens with appropriate level of indent | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2007 | H4, H5, H6 | Control Statement (for, while, try, etc.) |  | New token with next level of indent | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2008 | H4, H5, H6 | Restart() |  | Lexer is refreshed with new input | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-2201 | H4, H5, H6 | The user will be able to use their voice on the LEGO SPIKE Prime Hub to work on functions. |  | Expected output should be that the function is getting written through speaking. Currently, the program is having some issues with accessing voice. |  |  |  |  |  |  | Extension not tested yet/Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Extension passed. Device will be tested next semester. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. |
| TC-2202 | H4, H5, H6 | The user will be able to use their voice on the LEGO SPIKE Prime Hub to work for hotkeys. |  | Expected output should be that the following hotkey is accessed through speaking. Currently, the program is still having some issues with accessing voice. | Not Implemented |  |  |  |  |  | Extension not tested yet/Not in possession of LEGO SPIKE Prime for duration of Sprint 2 | Extension passed. Device will be tested next semester. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. | Extension passed. Device still to be tested.. |
| TC-3001 | Reading Spaces in line, H9 | 1.Workspace is active  2.Document is open | 1.Ctrl+Shift+G, Spacebar | The number of spaces is printed and read aloud | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3002 | Reading spaces when no document is open, H9 | 1.Workspace is active  2.Document is not open | 1. Ctrl+Shift+G, Spacebar | “No document currently active” is printed and read aloud | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3101 | Reading line number with a document open, H10 | 1.Workspace is active  2.Document is open | 1. Ctrl+Shift+/, L | The line number containing the cursor is printed to the screen and read aloud | Not Implemented | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3102 | Reading line number with no document open, H10 | 1.Workspace is active  2.Document is not open | 1. Ctrl+Shift+/, L | “No document currently active” is printed and read aloud | Not Implemented | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3103 | The user uses get line number shortcut on a line >1,000, H10 | 1.Workspace is active  2.Document is open  3. Cursor on a line number above number 1000 | 1. Ctrl+Shift+/, L | The line number containing the cursor is printed to the screen and read aloud | Not Implemented | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3104 | The user uses get line number shortcut on a line < 500, H10 | 1.Workspace is active  2.Document is open  3. Cursor on a line number above number 500 | 1. Ctrl+Shift+/, L | The line number containing the cursor is printed to the screen and read aloud | Not Implemented | Not Implemented | Not Implemented | Pass | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3201 | The highlighter highlights the line containing the cursor | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Find the Line Highlighter Options  5. Reload VSCode | The line containing the cursor is highlighted |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3202 | The highlighter can highlight multiple lines | 1.User has the highlighter enabled  2. User has multiple line highlighting enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Find the Line Highlighter Options  5. Reload VSCode | Each line clicked will be highlighted |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3203 | The user can change the background color | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Change the background color field  5. Reload VSCode | The highlight changed to the value entered by the user |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3204 | The user can change the text color within the highlight | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Change the text color field  5. Reload VSCode | Only the text color contained within the highlight is changed |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3205 | The user can change the text style (bold, italic, underlined) | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Change the font style/weight, text decoration  5. Reload VSCode | The text style changes to what is selected (bold, italic, or underlined) |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3206 | The user can edit the border of the highlighter | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Change the border color/style/width  5. Reload VSCode | Only the border is updated with the new configuration |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3207 | The user can edit the outline of the highlighter | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Change the outline color/style/width  5. Reload VSCode | Only the outline is updated with the new configuration |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3208 | No text color is selected in the highlighter | 1. Enter the customization screen.  2. user leaves the text color field empty | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Locate the textColor field to ensure nothing is listed.  5. Reload VSCode | The default text color set by VSCode is used if no custom color is set. |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |
| TC-3209 | Enable / Disable the line highlighter | 1.User has the highlighter enabled | 1.Go to Settings (File -> Preferences -> Settings)  2.Click on Extensions  3. Click on Mind Reader  4. Tick/Untick the isEnabled box  5. Reload VSCode | The line highlighter is enabled or disabled depending on if the box is ticked or not. |  |  |  |  | Pass | Pass | Pass | Pass | Pass | Pass | Pass |

Color Coding:

Red - does not work

Green - passes completely

Yellow - works partially, with note on issue