Test	Actions	Results	Pass/Fail						
Main Menu									
Test Startup	Click Excavator Simulator VR.exe	SteamVR and Oculus starts up, logo is displayed, player loads into simulator	Pass						Pass
Settings menu open	Click on settings gear	Settings menu opens	Pass						Fail
Settings menu close	Click on back arrow	Main menu opens	Pass						
Seat adjust menu open	Click on seat adjust icon	Seat adjust menu opens	Pass						
Seat adjust menu close	Click on back arrow	Main menu opens	Pass						
Oculus A action Main menu	Press A or X on controller while in main menu scene	Nothing should happen	Pass						
Oculus A action non Main menu	Press A or X on controller while in any other scene	Menu should toggle and any overlays should hide	Pass						
Oculus B action	Press B or Y on controller while in main menu scene	Recenter headset	Pass						
Seat Adjust vertical	Click on the chair adjustment icon, then click the up and down arrows	user's height position should change accordingly	Pass						
Seat Adjust horizontal	Click on the chair adjustment icon, then click the left and right arrows	user's front to back position should change accordingly	Pass						
Settings Iso	Go to joystick tutorial or dig tutorial, click settings menu icon, then adjust control pattern from Iso to Sae	Excavato controls will swap the forward and back motions right to left	Pass						
Settings quality	Click setting menu icon, then drag the quality slider around.	Noticable quality should change like shadows and UI quality	Pass						
Loading screen	Reload or load a level	When loading a level/scene a loading screen should display telling the user how much progress there is	Pass						
Drive Tutorial									
Load level	Load into level	Instructions are displayed "move hands onto front two levers near window"	Pass						
Invalid controls	Place hands over joysticks	Nothing happens and they should not highlight or be useable	Pass						
Valid controls	Place hands over both levers	Instructions should change to "Grab both levers by griping controllers"	Pass						
Grip controls	Grip both levers	Instuctions say "Move both levers and drive 5m"	Pass						
Dive	Drive 5 meters in any direction	Instuction menu should turn into "Drive to the green box and don't hit anything! Hit objects? No"	Pass						
Hit object	Hit atleast one object	Object should be highlighted in red and be visible from any where. Also "Hit objects? Yes" Should appear. All objects should be hitable	Pass						
Fail level	After hitting objects go to the green box and park all the way in	Level should fail and a screen overlay should display that	Pass						
Reset level	Reset level via menu	Level should return to start state	Pass						
Complete level	Complete the level correclty without hitting any objects	Level should pass and tell user to select a different level	Pass						
Hit more objects	Hit even more objects after completing the level	Level should still be completed and user can do what ever they want	Pass						
Bucket Tutorial									
Load level	Load into level	Instructions are displayed "Move hands onto joysticks"	Pass						
Joysticks	Place hands over joysticks	Instructions are displayed "Grab both joysticks by gr	Pass						
Grip joysticks	Grip both joysticks	Instructions are displayed "Move joysticks around to match the bucket orientations". Also the correct control pattern should display at the bottom of the hud	Pass						
Change pattern	Go into settings and change the control pattern	The correct pattern config should be displayed on screen	Pass						
After reload	Close simulator and load back into same sceen	Make sure control pattern state was saved and displays correct infomation	Pass						
First bucket	Move controls in such a way that the bucket lines up with the transparent one	The closer you get to the object the more green it appears works for both position and rotation data	Pass						
Complete first bucket	Match postion of first bucket exactly(ish)	You can be a few degrees off and positon off a little but once a user is mostly alighed the next bucket should trigger	Pass						
Complete 9 more buckets	Match the 9 remaining bucket positions	Once a user is 1/2 way the instuctions should tell them how many more they have. A user may need to "look" around a little to find a bucket postion	Pass						
Complete level	Match the last 10th bucket postion	The level should be completed but the user can do what ever they want	Pass						
Dig Tutorial									
Load level	Load into level	(Level will take a while to load) Instructions are displayed "Dig out the outlined area completely"	Pass						
Move levers	Move levers	Instuctions stay on screen	Pass						
Move both joysticks	Move both joystics	Instuctions should shrink and user can start digging out hole	Pass						
Dig out hole	Dig out the hole entirly	Level should complete	Pass						
Reset level	Press the reset button	User should only reset their excavator not their level progress	Pass						
User can dig anywhere	Dig anywhere	User is able to dig anywhere	Pass						