Table 8.3.1. Execution Report of Test Case TC-001

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-001	
Testing Tools Used:	Android, Google Cardboard, Unity Remote 5	
Testing Type:	Function coverage	
Execution Steps:	1	Begin the experience
	2	Turn the camera in some direction away from the default view
	3	Quickly double tap the Cardboard input button

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	Double tapping does nothing	Fail	Not yet implemented	10/10/2016 by Jake Wheeler
2	Nick Kapty	11/15/2016	Double tapping recenters the camera	Pass		

Execution Summary:	Upon implementation, the feature works as intended.

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.2. Execution Report of Test Case TC-004

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-004	
Testing Tools Used:	Unity Test Tools	
Testing Type:	Function coverage	
Execution Steps:	1	Begin the experience
	2	Rotate Cardboard in any direction

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	Camera moves around	Pass		

Execution Summary:	The feature works as intended

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.3. Execution Report of Test Case TC-005

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-005	
Testing Tools Used:	Unity Test Tools	
Testing Type:	Agile (automated) testing	
Execution Steps:	1	Begin the experience
	2	Look at an interactive environment object
	3	Click on object if reticule expands

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	Object does not move	Fail	Not yet implemented	
2	Nate Christiansen	2/8/2017	Window rolls down, driver looks up	Pass		

Execution Summary:	

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.4. Execution Report of Test Case TC-002

Project Name:	Virtual Reality---Texting While Driving
Test Case ID:	TC-002
Testing Tools Used:	Unity Test Tools
Testing Type:	Agile (automated) testing
Execution Steps:	1 Begin the experience 2 Allow the car to proceed to a predefined trigger point

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	No scenario presented	Fail	Not yet implemented	1/14/2017 by Jake Wheeler
2	Nate Christiansen	2/8/2017	A scenario is presented passing the trigger	Pass		

Execution Summary:	

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.5. Execution Report of Test Case TC-006

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-006	
Testing Tools Used:	Unity Test Tools	
Testing Type:	Agile (automated) testing	
Execution Steps:	1	Begin the experience
	2	Wait for the vehicle to move to the first scenario
	3	Wait for the scenario to play out
	4	Choose the wrong decision presented

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	No outcomes occur	Fail	Not yet implemented	

Execution Summary:	

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.6. Execution Report of Test Case TC-009

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-009	
Testing Tools Used:	Unity Test Tools	
Testing Type:	Agile (automated) testing	
Execution Steps:	1	Begin the experience
	2	Look at/Listen to the driver before scenario for animation/conversation
	3	Look at/Listen to the driver during scenario for animation/conversation

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	Driver does not animate or interact with the user in any way	Fail		

Execution Summary:	

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.7. Execution Report of Test Case TC-010

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-010	
Testing Tools Used:		
Testing Type:	Function coverage	
Execution Steps:	1	Build the application in Unity
	2	Export to and attempt to launch the app on an Android phone
	3	Begin the experience

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	App launches successfully	Pass		

Execution Summary:	The app was able to launch on a phone of comparable hardware to the Samsung S5 successfully.

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.8. Execution Report of Test Case TC-011

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-011	
Testing Tools Used:		
Testing Type:	Function coverage	
Execution Steps:	1	Export built app to an Android phone
	2	Launch app

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	The app displayed with a binocular view	Pass		

Execution Summary:	The app ran correctly with a binocular view using the Google VR SDK.

Acknowledgment: Generated from the CapStone process management system ©2015

Table 8.3.9. Execution Report of Test Case TC-012

Project Name:	Virtual Reality---Texting While Driving	
Test Case ID:	TC-012	
Testing Tools Used:		
Testing Type:	Function coverage	
Execution Steps:	1	Export the built app to an Android phone
	2	Launch the app
	3	Begin the experience
	4	Monitor the FPS throughout the experience using the debug menu

Test Execution Records:

#	Tester	Test Date	Actual Result	Status	Defect	Correction
1	Nick Kapty	11/9/2016	FPS unknown	Fail	Not yet implemented	

Execution Summary:	

Acknowledgment: Generated from the CapStone process management system ©2015