ICRAR GLEAMoscope VR QA Testplan – Iteration 2

Ensure you are building with the most recent Scene worked on in the project. At time of writing that is ‘IntroTestScene’ in Scenes/IntroTest/

START-UP

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| TEST DESCRIPTION/STEPS: | * Start-up the application through the phone. * Insert phone into VR headset. * Wear headset. |
| TEST COMMENTS: | * Meant to test general initial application start-ups and continuous application start-ups. |
| EXPECTED RESULT: | * Depending on target hardware, if the phone isn't currently inserted into the headset, a prompt should instruct the user to do so. * Displays Unity Logo. * Scene Loads. * User should see black void with GLEAMoscope VR title and Start button in front of them. * User should see targeting reticle. * Hovering over the start button with reticle should activate blink effect and transition user to main area. |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

VR CAMERA/VIEWING EXPERIENCE

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| TEST DESCRIPTION/STEPS: | * (Optional) Complete start-up test. * Look 90° upwards, return to initial view. * Look 90° downwards, return to initial view. * Look 90° left, return to initial view. * Look 90° diagonally upwards (left or right), return to initial view. * Look 90° diagonally downwards (left or right), return to initial view. * Turn 360° slowly, returning to initial position and view. * Look downwards, anywhere from 0°-90°, scan the floor and regularly change your downward viewing angle while turning once. Return to initial view. * Look upwards, anywhere from 0°-90°, scan the floor and regularly change your upward viewing angle while turning once. Return to initial view. |
| TEST COMMENTS: | * Meant to test VR camera viewing angles for any distortion or errors. Also meant to test the behaviour of the reticle. |
| EXPECTED RESULT: | * No camera distortion. * No lighting errors or ‘colour bleed’ effects – ideally. |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

Slider Buttons

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| TEST DESCRIPTION/STEPS: | * (Optional) Complete start-up. * Ensure default/starting wavelength is set to visible. * Move reticle over the shorter wavelength button, wait for the reticle to activate. * The spectrum sphere should start to change. Move reticle off and on to the button to ensure you cannot activate it again while still transitioning. * Wait and ensure the wavelength text and spectrum sphere changes to x-ray. * Additional button activations during transition process should NOT cause the spectrum sphere to change again until after the transition is done. Ensure this is true. * Continue working down the slider until you reach the end. * Activate the shorter wavelength button to ensure nothing changes since Gamma Ray should be the last option. * If there are no issues, repeat the above steps but testing all the wave to the other end of the slider. |
| TEST COMMENTS: | * Meant to test the functionality of the frequency wavelength UI slider and its associated buttons. Tests the functionality of the reticle/camera ray caster and receiver objects. Feedback on reticle colour/clarity against various wavelengths would be appreciated. * Depending on hardware. This also tests the responsiveness of buttons included on vr headsets (Currently testing with Gear VR & a Samsung S7 edge) |
| EXPECTED RESULT: | * Default/start up wavelength should be "Visible". * Buttons, left and right of the slider should be labelled correctly. * Additional activations during spectrum sphere transition should NOT cause queued transitions. * Reaching either end of the slider and activating to go past the end of the slider should do NOTHING. * Text/label displaying current text should change with the correlated current wavelength. |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

Slider Pips

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| TEST DESCRIPTION/STEPS: | * (Optional) Complete start-up. * Ensure default/starting wavelength is set to visible. * Move reticle over a pip on the slider. * After activation there should be a blink effect and upon fade-up the wavelength sphere should be fading to the desired state. * Wait and ensure the wavelength text and spectrum sphere changes to the correct values. * Additional button activations during transition process should NOT cause the spectrum sphere to change again until after the transition is done. Ensure this is true. * Try multiple different pips of varying ‘distance’ between each other. * The sphere being faded FROM should be the one either left or right of the target, depending on where you started from. For example: If you are on Gamma and activate the pip for Infrared, when you fade up you should see the sphere fading from Visible to Infrared. However, if you are on Radio and do the same, you should see it fade from Microwave to Infrared. * Activate the pip of the wavelength you are currently on. This should do nothing. * Activate the shorter/longer wavelength buttons, to ensure that those still work correctly after changing directly with the slider. |
| TEST COMMENTS: | * Meant to test the functionality of the slider for changing the wavelength directly. |
| EXPECTED RESULT: | * Blink effect should occur and spheres should fade to the desired state. * Text/label displaying current text should change with the correlated current wavelength. * Wavelength should fade in the correct direction relative to where you started. * Activating the wavelength you are on should do nothing. * Shorter/Longer wavelength buttons should continue to work correctly after activating slider pips. |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

Points of Interest + Mode Switching

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| TEST DESCRIPTION/STEPS: | * Look into the sky and locate a point of interest. * Hover over and activate it. A tooltip of information should appear both on the point, and on the war table in front of you. Does this happen? * When activating a point of interest for the first time, are there any visual bugs when the tooltip appears? * If you activate another one, the tooltip should move and update its information. * The tooltips should be sized appropriate to the camera, are they easy to read? Are they too big or too small? * Activate multiple POIs in a row, ensure that the tooltips accurately update each time. * Try to activate a POI on the War Table while in Exploration Mode – Nothing should happen. * Activate Passive Mode by moving the reticle over the Switch Mode button on the War Table. Does the mode label change correctly? * When in passive mode, attempt to activate a POI in the sky – Nothing should happen. * Attempt to activate a POI on the war table image. The sky should begin to rotate the point of interest into view in front of you. Does this happen? Is it too fast? Too slow? * While a point is being rotated into view, try to activate another point on the table – Nothing should happen. * While a point is being rotated into view, try changing the wavelength either with the slider or with the buttons – Both should work correctly. * While a point is being rotated into view, try changing back into Exploration mode – Nothing should happen. * When no longer rotating, switch back into Exploration Mode. Does this work? * After switching back to Exploration Mode, try to activate POIs on the War Table again – They should no longer work. * Ensure POIs in the sky work again. |
| TEST COMMENTS: |  |
| EXPECTED RESULT: |  |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

Title

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| TEST DESCRIPTION/STEPS: |  |
| TEST COMMENTS: |  |
| EXPECTED RESULT: |  |
| TESTER RESULT: |  |
| TESTER COMMENTS: |  |

ADDITIONAL COMMENTS

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