Sandstorm and Effects Pad Testing

Test Id	1				
Test name	Sandstorm and Effects Pad Testing				
Description	Test of the combination of the last feature and last visualisation.				
Test Status	Complete				
Test Date	August 14th 2022				
Test case #	**Scenario**	**Steps**	**Expected Output**	**Actual output**	**Pass /Fail**
1,1	**A user can select a playlist and watch for the Sandstorm visualisation**	1. Select the playlist. 2. Open the menu and go to the Sandstorm visualisation 3. Press play button. 4. The sandstorm visualisation is displayed.	Sandstorm visualisation is correctly displayed.	1. Sandstorm visualisation is correctly displayed. 2. Sandstorm particles interact with the sound file. 3. After some particles are displayed the visualisation seems a little lagged. However it does not freeze the application, the visualisation just seems slow.	Pass
1,2	**A user can upload its own music file and watch for the Sandstorm visualisation.**	1. Press the upload file button while on the Sandstorm visualisation. 2. Select a valid audio file. 3. Press the play button. 4. The sandstorm visualisation is displayed	Sandstorm visualisation is correctly displayed.	1. Sandstorm visualisation is correctly displayed. 2. Sandstorm particles interact with the sound file. 3. After some particles are displayed the visualisation seems a little lagged. However it does not freeze the application, the visualisation just seems slow. 4. The "Loading" text does not appear on the screen. The whileLoading function callback is not being called correctly.	Fail
1,3	**When the user switches music in the playlist, the sandstorm visualisation is correctly displayed.**	1. In the sandstorm visualisation, select a playlist and press the play button. 2. Press either next or previous song button. 3. The sandstorm visualisation is correctly displayed.	Sandstorm visualisation is correctly displayed.	1. Sandstorm visualisation is correctly displayed. 2. Sandstorm particles interact with the sound file. 3. After some particles are displayed the visualisation seems a little lagged. However it does not freeze the application, the visualisation just seems slow.	Pass
1,4	**The user can apply a delay effect on the music as he likes.**	1. Play any sound file, either the default sound file, a playlist or a user file input. 2. Press the Delay button on the Effects Pad, the effect must affect the sound file. 3. When the user stops pressing the Delay button, the effect stops.	The Effect is applied according to the user input.	1. The delay effect is applied correctly. 2. The delay button when the user uploads a file input is not coloring correctly. This problem was addressed on the playlist files.	Fail
1,5	**The user can apply a reverb effect on the music as he likes.**	1. Play any sound file, either the default sound file, a playlist or a user file input. 2. Press the Reverb button on the Effects Pad, the effect must affect the sound file. 3. When the user stops pressing the Reverb button, the effect stops.	The Effect is applied according to the user input.	1. The reverb effect seems to only apply to a sound file at a time, not at the user input. This is evident when pressing the stop button, some remaining of the reverb effect is present. 2. The reverb effect remains even if the user is not pressing the reverb button.	Fail
1.6.	**The user can interact with the Effects Pad, while watching the Sandstorm visualisation.**	1. Play any sound file while on the Sandstorm visualisation. 2. Press any of the Effects Pad buttons. 3. The Sandstorm visualisation is displayed correctly.	The Sandstorm visualisation is displayed correctly, and seems to interact with the effects applied in the sound file.	1. The Sandstorm visualisation is displayed correctly. 2. The Sandstorm visualisation seems to interact with the effects applied in the sound file.	Pass