TC: Verify that the performance matrix is plotting values correctly

The graph plots are changing as per the values sent by server.

The plot lines corresponding to each expression change as expected.

----

TC: Verify that there is a plotted graph for performance matrix on the client

The performance matrix is working perfectly for all six parameters:

1. Interest
2. Excitement
3. Engagement
4. Stress
5. Relaxation
6. Focus

----

TC: Verify that there is a legend for the plot chart so a user can identify each plot line on the chart

There is a legend displayed on the client panel, below the plot chart.

The legend lists all the expressions that are covered like "Looking Right", etc. Each expression is associated with a color, so that the user can differentiate the individual plot lines.

----

TC: The Client panel should be displayed successfully

Expected:

1. The client panel should be displayed.
2. The panel should contain a section on the left side which displays the image that can be manipulated using server.

Actual:

1. The client panel is displayed successfully.
2. It shows a default image of a woman, when the client panel is opened.

----

TC: Lowerface: Test that the expression "Smile" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Smile" under Eyes.
3. Enter value at least 0.70

Click "Send" button.

Expected Results: The figure should smile.

Actual: As expected.

----

TC: Lowerface: Test that the expression "Clench" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Clench" under Eyes.
3. Enter value at least 0.70
4. Click "Send" button.

Expected Results: The figure should clench.

Actual: As expected.

----

TC: Lowerface: Test that the expression "Smirk Left" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Smirk left" under Eyes.
3. Enter value at least 0.70
4. Click "Send" button.

Expected Results: The figure should smirk left.

Actual: As expected.

----

TC: Lowerface: Test that the expression "Smirk Right" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Smirk Right" under Eyes.
3. Enter value at least 0.70 Click "Send" button.
4. Expected Results: The figure should smirk right.

Actual: As expected.

----

TC: Lowerface: Test that the expression "Laugh" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Laugh" under Eyes.
3. Enter value at least 0.70
4. Click "Send" button.

Expected Results: The figure should laugh.

Actual: As expected.

----

TC: Verify that there is a timer displayed on the client

Expected results:

1. The timer should not be visible when the client is first started.
2. Once client and server have a connection, the timer should display zero default value.
3. Once data is sent from server, the timer should update the time intervals.
4. The timer value should be a two digit decimal.

Actual results:

Everything is working as expected.

----

TC: Upper Face: Test that the expression "Raise Brow" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Raise Brow" under Upperface.
3. Enter value of 0.70 in the number.
4. Click "Send" button.

Expected Results: The figure should raise its brows.

Actual: As expected.

----

TC: Upperface: Test that the expression "Furrow Brow" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Furrow Brow" under Upperface.
3. Enter value of 0.70 in the number.
4. Click "Send" button.

Expected Results: The figure should furrow its brows.

Actual: As expected.

----

TC: Eyes: Test that the expression "Blink" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Blink" under Eyes.
3. Select "Active" radio button.
4. Click "Send" button.

Expected Results:

The figure should blink.

Actual:

As expected.

----

TC: Eyes: Test that the expression "Wink Left" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Wink Left" under Eyes.
3. Click "Active" radio button.
4. Click "Send" button.

Expected Results: The figure should wink left.

Actual: As expected.

----

TC: Eyes: Test that the expression "Look Left" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Look Left" under Eyes.
3. Click "Active" radio button.
4. Click "Send" button.

Expected Results: The figure should look left.

Actual: As expected.

----

TC: Eyes: Test that the expression "Look Right" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Look Right" under Eyes.
3. Enter value at least 0.70
4. Click "Send" button.

Expected Results: The figure should look left.

Actual: As expected.

----

TC: Eyes: Test that the expression "Wink Right" is working properly

Steps:

1. Ensure connection between client and server is established.
2. Select the option "Wink Right" under Eyes.
3. Click "Active" radio button.
4. Click "Send" button.

Expected Results: The figure should wink right.

Actual: As expected.

----

TC: - Simulate messages in log in server console

Steps:

1. Open server.
2. Establish connection with client.
3. Send data.

Expected Result:

1. Server started successfully.
2. Welcome client ###.
3. Sent data to client.

----

TC: server gui should contain a menu on the top right of the page

There is a menu on the top right side of the server.

When you click the icon for the hamburger menu, you see the following options:

1. About Project3
2. Quit

----

TC: Verify that project information is displayed when "About Project3" is clicked in the server menu

When the "About Project3" option is selected in the hamburger menu, you get the following information:

Details about the scrum master, the client and server-side team members.

----

TC: Verify that the other buttons for GUI are displayed in panel labelled Detection panel

Results:

The server GUI displays all the buttons and drop-downs in the panel labelled "Detection", as expected.

----

TC: Verify that a text box exists with up/down arrows next to Upperface and Lowerface expression option in server side

Result:

There is a text box next to Upperface and Lowerface expression on server side.

----