UAT Plan
for
[DysPad]

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1. Scope

1.1. Objectives and business requirements

The goal of this user acceptance test is to ensure that the controller can work on platformer games while being accessible to Anna with muscle dystrophy.

1.2. Scope

The controller now has more controls that can be accessed using a game like combo, making the talk/interact feature work on Celeste.
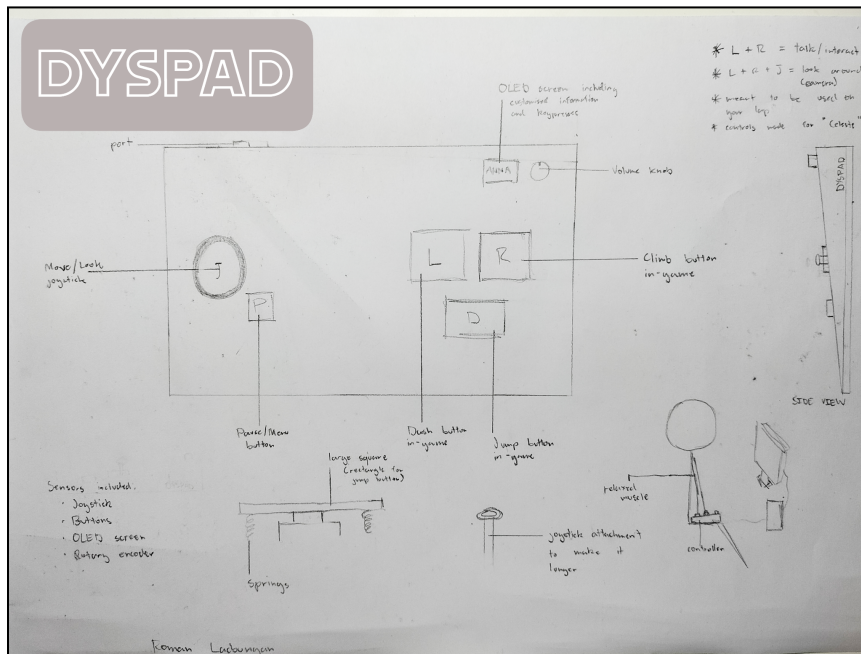
For the UAT test, we'd like to test:
- *Does the talk combo function as a keybind in-game*
- *Does the talk combo work in conjunction with one key controls*
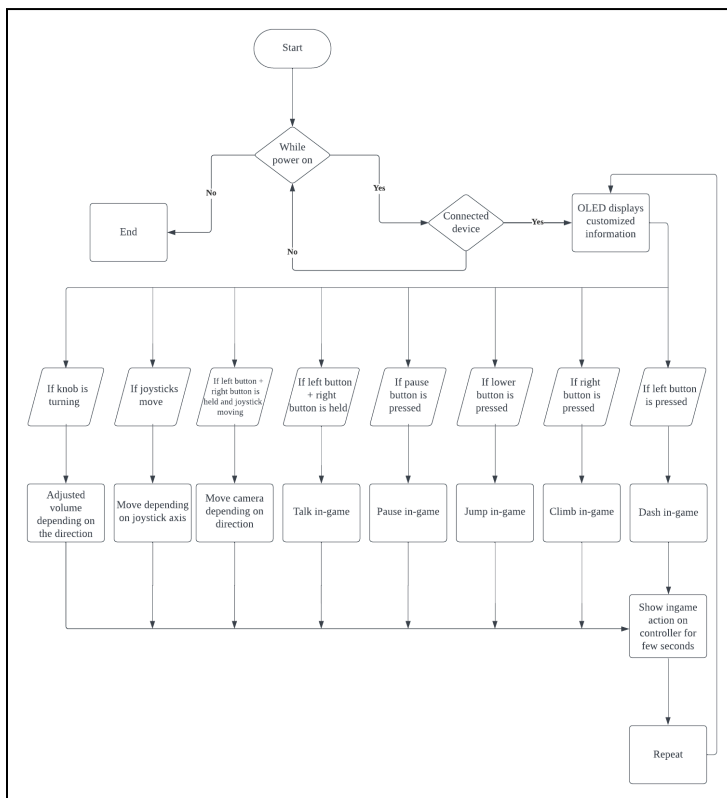- *Does the talk combo show up on the OLED screen*

For the UAT test, we are not testing:
- *Do individual buttons work after combo*
- *Does volume knob work*

1.3. System Diagrams

"Pictorial including controls of the controller."

"Flowchart to understand the process."

2.   Testing team

In this section, list out members of your QA team and what their roles will be during UAT.

Example:

Name	Responsibilities
Roman Lacbungan	UAT Coordinator - handles communication between end users and QA team
Ethan Cao	Design test cases for the accounting team
Sam Luong	Design test cases for the management team
Deklan Low	Create test data and write UAT reports
Ethan Czapla	Set up staging + usability test cases and reports

3.   Environmental requirements

3.1.   Hardware requirements

- ***Lenovo Desktop PC***
    - *Windows 10.*
    - *Intel I5 processor.*
    - *256gb SSD.*
    - *8 GB of RAM.*
    - *Intel GPU.*
    - *Ethernet NIC.*
    - *LED 1080p Monitor with HDMI connection.*

3.2.   Software requirements

- ***Lenovo Desktop PC***
    - *Celeste*
    - *Arduino IDE*

3.3.   Network requirements

- ***Lenovo Desktop PC***
    - *NBN Fibre to the Node network.*

4. Test Scripts

Test	Describe the feature being tested	Describe the user input or test data	Describe the pass criteria	
1.1	Interact/Talk feature one with combo	1. User starts in-game 2. User presses the left and right button at the same time 3. User continues dialogue with combo	1. User see dialogue box pop up 2. User can continue the dialogue	Tester name: Jason O'Toole ☐ PASS ☐ FAIL Observations:
1.2	Other buttons work while combo is being held	1. User starts in-game 2. User holds the left and right button at the same time 3. User presses the jump/pause button with combo still held	1. User can jump in the middle of the dialogue 2. User can pause in the middle of the dialogue 3. User can jump anywhere	Tester name: Alex L ☐ PASS ☐ FAIL Observations:
1.3	Action done in-game with combo is shown through OLED screen	1. User starts in-game 2. User presses the left and right button at the same time	1. User sees interact icon on OLED screen 2. Interact icon stays on OLED screen for at least 3 seconds	Tester name: Leonardo Viller ☐ PASS ☐ FAIL Observations: