**Milestone 1b**

**Test Engineer**

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**Starting test scripts:**

-To begin with this program, you should be able to login using an id and password

- When specific logins are used, their corresponding pages should load. For example, if a coach logs in they should be able to see clips of their team and all the options available to them to manipulate the videos for the players.

- When players log in, they should be able to see a homepage screen with all their assigned videos on it.

**GUI Elements:**

Since there are two different users of this application, there are two different interactions with the Gui elements of the project. The first interaction is with the coach, they will see video of the whole game and individual players with tags. They will have the option to assign videos to players and select certain clips to show the whole team. The players will see clips assigned to them by the coach and only that.

**Edits and Updates:**

The types of edits that should be fired are ones that update the homepage after you click a button and ones that update communication between coaches and players quickly. The types of updates that should occur automatically are concerning basic updates in software that the program runs on. This includes things that have to do with security and hardware updates that come out periodically.

**Interfaces:**

When it comes to interfaces there are only two actors we need to worry about, this is the coach and the player. The interface concerning the coach will be able to display accurate video footage of games and allow them to manipulate said footage to send to their players. The player interface should be able to see the videos assigned to them and be able to communicate with the coach about it.