UAT Plan
for
The Prosthetic Claw

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1. Scope

1.1. Objectives and business requirements

In this section, outline the business requirements. In other words:

- What are our goals? What are we hoping to accomplish with this project/feature?
- We are hoping to create a prosthetic arm which is simple and light enough to easily be able to pick up chess pieces and accurately place them down on the chess board.

- How will we measure success?
- We will measure the success by testing the prosthetic and seeing if it can successfully pick up and place down chess pieces, or other small objects.

1.2. Scope

In this section, outline the scope. This means:

- What is the pain point we're trying to fix?
- The problem that we are trying to fix is that David's normal prosthetic is too clunky to accurately pick up chess pieces, and he needs a prosthetic that is specifically designed for his chess competitions.

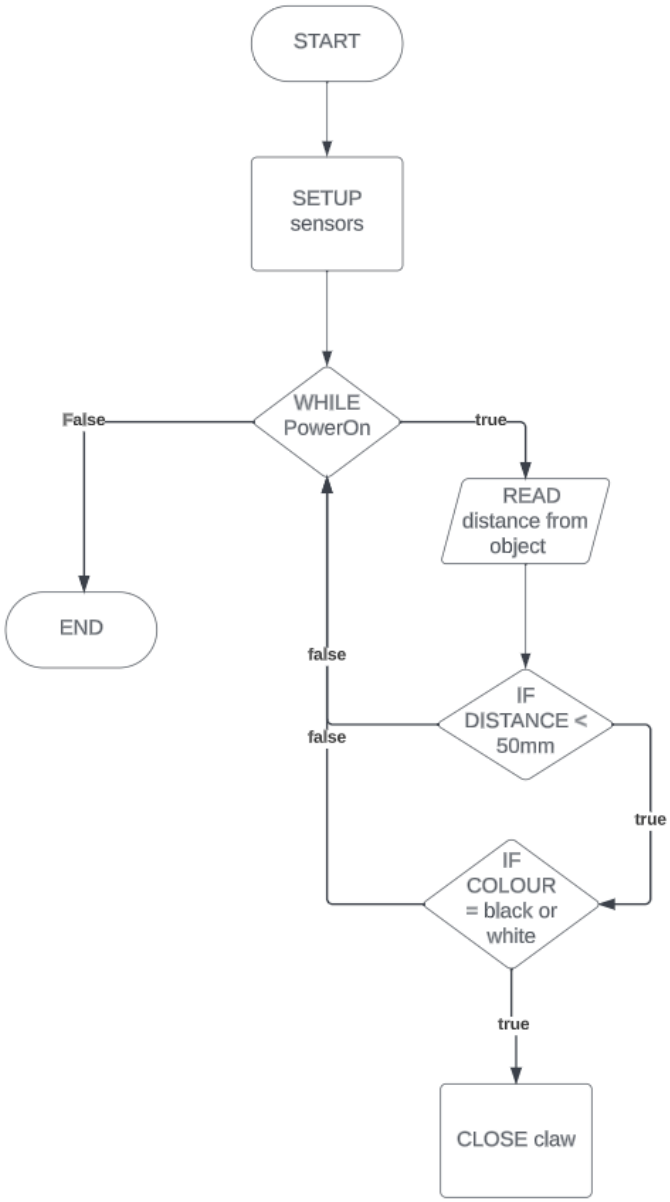
- What are we testing exactly, and what are we *not* testing?
- We are testing how accurate the prosthetic is when it comes to picking up and placing down the chess pieces. We are not currently testing other aspects which would normally be tested on a prosthetic.

1.3. System Diagrams

In this section, paste any drawings or diagrams that help the UAT team understand the program being tested. With each drawing include a brief explanation of how the drawing represents the application or system being tested.

Example:

- *Storyboards*
- *Wireframes*
- *Flow charts*
- *Schematics*
- *Pictorials*
- *Moodboards*
- *etc*



This is a flowchart of the logic which will be used when coding the prosthetic

PUT PICTORIAL IMAGE HERE WHEN DONE

2. Testing team

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

Example:

Name	Responsibilities
Zoë Rath	Designer, coder and tester
Kamala Pradhan	Designer, coder and tester
Ioanna Sotiropoulou	Designer, coder and tester
David (patient)	Testing the prosthetic and giving feedback
Ben Jones (specialist)	Giving the relevant information to ensure the device functions as accurately as possible

3. Environmental requirements

3.1. Hardware requirements

What hardware has the solution been designed for and should be tested on.

If that is the case, outline the minimal and recommended requirements so the QA team can verify that the software runs on the testers' machines.

- *No hardware requirements*

3.2. Software requirements

If any extra software or dependencies must be downloaded and installed, list them here.

- *No software requirements*

3.3. Network requirements

Some software (design, video editing...) can be demanding on hardware specifications.

If that is the case, outline the minimal and recommended requirements so the QA team can verify that the software runs on the testers' machines.

- *No network requirements*

4. Test Scripts

This section is more important than it seems—it is crucial that both the QA team and the testers know what features must be tested, especially if you're testing a lot at once.

Test	Describe the feature being tested	Describe the user input or test data	Describe the pass criteria	
1.1	Servo motor moves when in close proximity to object	1. User has the claw a certain distance away from an item 2. User brings the item closer to the claw	1. When within 50 mm of the item, the servo motors on the claw should move inwards, allowing the item to be picked up	Tester name: Zoë ☐ PASS ☐ FAIL Observations:
1.2	Line finder/colour sensor works	1. User gets 2 items, one black or white item and one coloured one	1. When within 50 mm of the black and white item, the claw should grab it 2. When within 50 mm of the coloured one, the claw should remain stationary	Tester name: Kamala ☐ PASS ☐ FAIL Observations:
1.3	Button allows claw to let go of item	1. User picks up item using claw 2. User presses button to release item	1. When the button is pressed, the servo motors should move the claw arms apart, releasing the item that it is holding	Tester name: Ioanna ☐ PASS ☐ FAIL Observations:

Write step-by-step, detailed but concise instructions on how to test the feature.