

# UAT Plan for [Eagle rock-climbing arm]

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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?
- How will we measure success?

Our goal is to create a working prosthetic arm for Aaron, we will be able to measure the success by if the hand can grip on rocks and is able to release its grip

Example:

*The goal of this user acceptance test is to ensure all the features of a website aimed at helping young people understand mental health work as designed.*

## 1.2. Scope

In this section, outline the scope. This means:

- What is the pain point we're trying to fix?
- What are we testing exactly, and what are we *not* testing?

We are testing if the arm can hold and release its grip on rocks

Example:

*The collision detection algorithm has been refined to respond earlier and bring the robot to halt in a more controlled manner*

*For this UAT test, we'd like to:*

- *Does the collision detection system identify solid objects*
- *Does the collision detection system begin responding earlier*
- *Does the collision detection system visual outputs work*

*For the UAT test, we are not testing:*

- *Other vehicle response mechanisms*
- *Does the collision response mechanism respond to mobile, irregular or transparent objects*

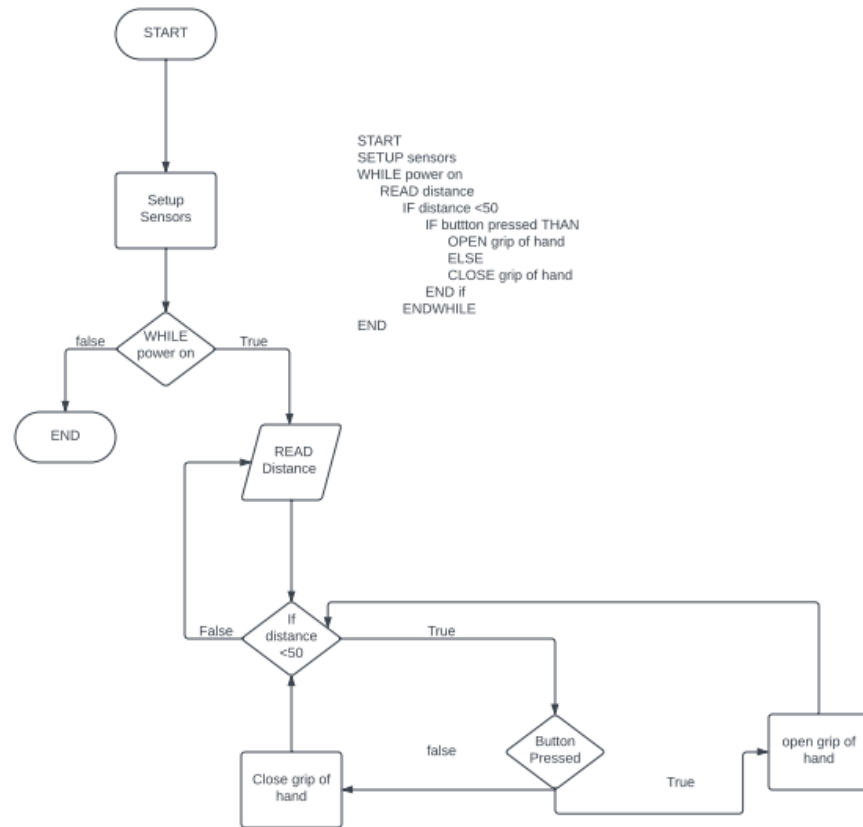
## 1.3. System Diagrams

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*



## 2. Testing team

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

Name	Responsibilities
hayson	UAT Coordinator - handles communication between end users and QA team
hayson	Design test cases for the accounting team
hayson	Design test cases for the management team
art	Create test data and write UAT reports
art	Set up staging + usability test cases and reports

### 3. 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	The palm of the hand closing	1. When hand is <50mm away from rock	1. When the hand successfully closes	Tester name: <input type="checkbox"/> PASS <input type="checkbox"/> FAIL Observations:
1.2	The hand releasing its grip	1. When the button in the mouth guard is pressed	1. The hands grip should successfully let go of the rock	Tester name: <input type="checkbox"/> PASS <input type="checkbox"/> FAIL Observations: