

## Testing strategies for Video Handler

Ultimately it is up to you what method of testing you choose to use (automatic or manual) but I would suggest manual testing for all handlers. Document all of the tests you complete in a test report which can be found on the google drive.

This document isn't exhaustive of every test you should be completing, it just outlines some ideas, feel free (it is probably necessary) to add more tests of your choice.

- Check that when a source file is defined the video handler displays the correct video
- Check that the icon is drawn in the correct position with respect to the defined start points
- Check that the video can be viewed in fullscreen (and easily switched between fullscreen and non fullscreen)
- Check to see if multiple videos can be played at once
- Check that the volume controls work as desired
- Check that the play/pause buttons work as required
- Check that the progress bar is working as expected