Test team ID2 goals

Feature	Complete	Estimate	Actual
Multi Level Logging	Yes ▾	3	5
Code Style Guide	Yes ▾	3	2.5
Test List	Yes ▾	1	1
Improved Test Matrix	Yes ▾	1	1
Gherkin for CSV	Yes ▾	1	1.5
Gherkin for 3D graph axis	Yes ▾	1.5	1
Gherkin for 3D graph body	Yes ▾	1.5	1.5
Improved test plan	Yes ▾	2	1
Review gherkins created	Yes ▾	3	2
Smoke testing new features	N/A ▾	x	
New feature test after code freeze	Yes ▾	2	1

Test team ID3 current planned features

Find fix for Jest with Drei issues
Add Gherkins for features implemented
Apply code style guide to WebStorm environment
Add to current Matric and list
Review any new and / or modified documents
Review written code from before style guide to verify it meets standards

Test team learning / knowledge sharing

Information	Length	Attendance
How to write a gherkin	1 hour	Mitchell/ Aesha on discord
How to write a gherkin	1 hour	Mitchell/ Trang on discord
Gherkin/ Logging	1 hour	Mitchell/ Tony on discord

Other files on what is specflow, how to write a gherkin, BDD, TDD were shared on the team through discord and some on the WIKI

Problems found

Feature	Fault
CSV	Unhandled Exception on empty URL
CSV	No notification of empty file

Test List

	TestID	IssueID	FeatureName	Intent	Pass / Fail	Ideration #	Notes
3	1	#61	WebXR spike	Loading WebXR through Quest Browser	Pass	1	
4	2	#61	WebXR spike	Launch Quest Through Firebase Host	Pass	1	
5	3	#61	WebXR spike	Meta Quest Controls interact with spike	Pass	2	ID1, Found some Converns with controlls notr releasing as Expected
6	4	#61	WebXR spike	Spike Responsitivity	Pass	1	
7	5	#61	WebXR spike	Quest Can Enter VR Mode	Pass	1	
8	6	#100	FixedJest		N/A	2	
9	7	#100	FixedJest		N/A	2	
10	8	#100	FixedJest		N/A	2	
11	9	#10	Importing From a CSV	CSV buttons become visible to the user	Pass	2	
12	10	#10	Importing From a CSV	Loading CSV from URL	Pass	2	
13	11	#10	Importing From a CSV	Loading CSV from local files system	Pass	2	
14	12	#10	Importing From a CSV	Correct data is loaded from CSV	Pass	2	
15	13	#10	Importing From a CSV	Pressing import button without CSV	Fail	2	Throws exeption, handle it or disable button until input provided
16	14	#10	Importing From a CSV	Importing empty CSV	Fail	2	Does not break, but indicate to user that selected CSV file is empty
17	15	#10	Importing From a CSV	Selecting a new CSV after already selecting on	Pass	2	
18	16	#79	Creating Data Points For 3D Graph	View Data Points in 3D Space	Pass		
19	17	#79	Creating Data Points For 3D Graph	View Data Points in 3D Space while walking	Pass		
20	18	#79	Creating Data Points For 3D Graph	Interact with Data Points in 3D Space	Pass		
21	19	#79	Creating Data Points For 3D Graph	Touch a Data Point in 3D Space with left contro	Pass		
22	20	#79	Creating Data Points For 3D Graph	Touch with Data Points in 3D Space with right c	Pass		
23	21	#79	Creating Data Points For 3D Graph	Choose Data Point in 3D Space with left contro	Pass		no data point's information is shown yet as we haven't use CSV data to draw those points
24	22	#79	Creating Data Points For 3D Graph	Choose Data Point in 3D Space with right contr	Pass		no data points's information is shown yet as we haven't use CSV data to draw those points
25	23	#78	Create Axis for 3D graph	View the Axises in 3D Space	Pass		
26	24	#78	Create Axis for 3D graph	Axises visibility when moving along x-axis	Pass		
27	25	#78	Create Axis for 3D graph	Axises visibility when moving along y-axis	Pass		
28	26	#78	Create Axis for 3D graph	Axises visibility when moving along z-axis	Pass		
29	27	#78	Create Axis for 3D graph	Checking the stability of the 3D axes, no lag	Pass		
30	28	#78	Create Axis for 3D graph	Scaling the 3D axes based on loaded data poir	N/A		No data points to render and have no method on the user side to check the scaling

Smoke Test

Smoke testing is now a part of the build pipeline to verify that it passes and does not break the program, these features will also be reviewed by the QA team to verify that there has been no new problems before deeper testing is performed by the test team.

Style Sheet

This is a write up of how we are currently writing our code, the style sheet itself is located in the wiki with reference to the google style guide which we have taken from.

Languages:

- Typescript, Javascript, HTML, CSS

Libraries:

- Used react-three/fiber, react-three/xr, and react-three/drei for 3D object rendering

Code Structure:

1. Prop Formatting
    - Prop values are directly put into function parameter list and accessed through indexing the group

2. Event Handling Mechanisms
    - XREvent hook used (from react-three/xr) to handle XR controller events

3. Type Declaration
    - Set specific types for prop values for code robustness

4. Hook Usage
    - useState, useMemo, useContext
    - useState: allows easy state management for data point handling in space
    - useMemo: prevents unnecessary re-rendering

5. Documentation
    - In-line comments that explain hook usage, function behavior, what specific variables are used for, how conditional statements work

Improvements:

- Implement more **assertions** and error handling mechanisms!!