Systems and Unit Test Report

Product Name: Cellular Automata Simulator
Team Name: The Cellulites
Date: December 2, 2018

System Test - User Stories

Sprint 1:

- **us 1.** As a team, we would like to decide on what technologies we will be using for the project.
- **us 2.** As a developer, I need to create the design of the system that we will be implementing.
- **us 3.** As the product owner, I want to see the site up with something of substance on it.
- **us 4.** As a student, I want to have a list of cellular automatas that I can choose to simulate and explore some well known cellular automatas that already exist.

Sprint 2:

- **us 1.** As a developer, I need to create the design of the system that we will be implementing.
- **us 2.** As the product owner, I want to see the site up with something of substance on it.
- **us 3.** As a student, I want to have a list of cellular automatas that I can choose to simulate and explore some well known cellular automatas that already exist.
- **us 4.** As an experimental individual interested in trying out my own ideas for cellular automata, I want to be able to write my own ruleset to observe and experiment with the emergent behavior of cellular automata.

Sprint 3:

- **us 1.** <s1 us4>
- **us 2.** <s2 us4>
- **us 3.** As a power user, I would like to have some file directory system which i can use to switch between different rulesets to examine, compare with, and work on them simultaneously.
- **us 4.** As an artist, I need to be able to save and load rulesets/color schemes so that I can work on designing a ruleset which fits my creative vision across different sessions.
- **us 5.** As a new user, I need a nice and easy way to learn how to use the site(a guided tutorial) so that I can simulate my own ideas for a ruleset and become educated on the cellular automata.

Sprint 4:

- **us 1.** <s3 us3>
- **us 2.** <s3 us5>
- **us 3.** As a team whose product deadline is approaching, we should polish up the website and make sure to tie any loose ends.

SYSTEM TEST - SCENARIOS

Sprint 1: User Story 4(only applicable one to scenarios)

1. Enter website
2. Click “Parameters” tab
3. Click both “Set Parameters” and “Set Delay” button(there are default inputs)
4. Click “Load/Store Code” tab
5. Click on Drop-down menu
6. Select any from list
7. Click the “Compile All” button below green container
8. Click Start/Reset

Sprint 2: User Story 4

1. Enter website
2. Click “Parameters” tab
3. Click both “Set Parameters” and “Set Delay” button
4. Click “Draw Func” tab
5. Create a mapping(described in manual), have 0 and 1 be the states, and any color for them is fine
6. Click “Init Func” tab
7. Type in(sets everything in grid to state 0)
    a. curr.setCurrentState(0,0);
    b. curr.setFutureState(0,0);
8. Click “Update Func”
9. Write an update function of any sort you wish. Use the manual to understand what are the expected outputs.
10. Click “Info” tab
11. Click “Start” button, then “Stop” shortly after
12. Use the “State” field, and the mouse cursor to change the states of the cells to 0’s and 1’s.
13. Click “Start” button again
14. For all of funcs, you can also just copy paste from the other presets, and just run them

Sprint 3:

1. Make a CA(or just copy-paste from a preset)
2. Click “Load/Store Code” tab
3. Enter a filename
4. Click “Save Text to File”
5. Save the file

… as for loading

1. Needs some work, no way to specify which function to put the file text in

Sprint 4:

-None applicable