**Introduction**

The system will allow users to train and play sports of their choice with the help of an AI virtual coach through creating an account with the Metaverse Virtual Sport application and devices for scanning their body and surrounding as well as the system measuring data in relation to the sports performance which will be reflected in the user’s ranks. This will allow the users to track their performance and receive feedback from their AI virtual coach. In addition, the system will allow the users to add friends and chat with each other as well as participate in competitions with people around the world.

The system will be testified to ensure that it conforms to functional and non-functional requirements as well as it meets its quality specifications defined by the client. Any critical bugs or issues should be identified and fixed before going live. These include:

- Response time required when the user logs in to the system

- Response time to analyse and scan for the obstacles in the surroundings and send a reminder to the user to confirm the safety of their surroundings

- The system will make a backup within the expected time frame i.e., 5 minutes to prevent data loss

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| Test Case ID | Test description | Test steps | Test Data | Expected result |
| TD-1 | Verify the login with valid userID and password | Go to  Metaverse Virtual Sport application  Enter UserID  Enter Password  Click Submit | UserID: Min  Password: ABC123£$ | The user should be able to log in within 5 seconds. |
| TD-2 | The system analyses and checks the safety of the surrounding as well as sends a reminder to the user to check the surrounding | Environment sensor scans the surroundings and waits for the user to confirm it is safe | Sensor data and user confirmation data | The environment sensor should be able to scan any obstacles and send a reminder to the user |