

Scenario :- Detect Object



Test Case (1) :- ~~No~~ <sup>of</sup> ~~Recognisation~~ <sup>Image</sup> ~~is~~ inputed.

(+) test Step 1 :- Pick an image from database whose rating is more than 2 star.

Step 2 :- Show that image on AR camera.

Step 3 :- If the image returns nothing it means it has not been recognisable.

Verification :- ~~If~~ console returns Trackable object found.

(-) test

Step 1 :- Pick an image which has low image rating.

Step 2 :- Place the image under the AR camera.

Verification - Console returns ~~an~~ ~~error~~ no output.

Test Case (2):- Comparison of objects

[+] test      step 1:- Select two objects.

step 2:- Select the category of Comparison

Verification:- Display the object which has max value.

[-] test

step 1:- Select two objects.

step 2:- Select the category which has same value for both objects

Verification:- Display "Both have Same Value".

Test Case (3):- User Input.

(+) Test      Step 1:- User selects the position on which he is expected to land.

Step 2:- Click the selected button.

Verification :- If the selected button's value matches with the value calculated by the computer and is correct.

- Test      Step 1:- User selects the position on which he is expected to land which is actually wrong.

Step 2:- Click the selected button

Verification :- If the selected button's value matches with the value calculated by the computer and is wrong.

Test Case (4) :- Ending the game

[+] test

step(1) :- takes the user input

step(2) :- if the answer is ~~not~~ within the board and ~~not~~ equal to ~~user input~~.  
Last block

verification :- ~~End the game lose a life.~~  
End the game

[-] test

step(1) :- take the user input

step(2) :- if the answer is not within the board.

Verification :- Don't move the coin.