

UnBox3D TestRail Report – Snapshot 2

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1 Overview

This Snapshot 2 TestRail report documents the early testing of UnBox3D. At this stage, implemented features include:

- Splash screen and placeholder UI with an Import button and viewport.
- Basic model import using Assimp for .obj files.
- Initial OpenGL rendering using OpenTK.

The objective of this testing cycle was to verify that the application launches successfully, imports simple .obj files, and renders them without crashing.

2 Test Environment

- OS: Windows 10 / 11 (64-bit)
- Framework: .NET
- Graphics: OpenGL via OpenTK
- Build: Snapshot 2 tagged build
- Test Models: cube.obj, low-poly.obj, invalid.txt

3 Test Cases

| ID | Title | Preconditions | Steps | Expected Result | Re- |
|---------|--------------------|-----------------|---------------------|---|-----|
| TC-2-01 | Application Launch | Build installed | 1. Open executable. | Application launches to splash screen then main UI. | |

| ID | Title | | Preconditions | Steps | Expected Result | Re- |
|---------|---------------------------|--|------------------------|---------------------------------------|---|-----|
| TC-2-02 | UI Layout Loads | | App launched | Observe main window. | UI displays Import button + viewport. | |
| TC-2-03 | Import Button Enabled | | App launched | Check Import button state. | Button is active and clickable. | |
| TC-2-04 | Valid .obj Import | | Valid .obj available | 1. Click Import 2. Select .obj file | Model loads without error. | |
| TC-2-05 | Model Visible in Viewport | | Model imported | Observe viewport. | Model renders centered and visible. | |
| TC-2-06 | Invalid File Handling | | Invalid file available | 1. Import invalid file | App shows clear error; no crash. | |
| TC-2-07 | Large Model Stability | | Large .obj available | 1. Import large model | App remains responsive and does not crash. | |
| TC-2-08 | Basic Camera Interaction | | Model loaded | Attempt rotate/zoom (if implemented). | If implemented: interacts smoothly. If not: app safely ignores. | |

4 Test Run Results

| ID | Result | Tester | Notes |
|---------|---------|-------------------|--|
| TC-2-01 | Passed | Alexander Ramirez | Launches in ~2 seconds. |
| TC-2-02 | Passed | Vivian Casas | UI elements load correctly. |
| TC-2-03 | Passed | Jacky Lim | Import button active by default. |
| TC-2-04 | Passed | Nicholas Sisneros | cube.obj imports successfully. |
| TC-2-05 | Passed | Nicholas Sisneros | Viewport displays model correctly. |
| TC-2-06 | Failed | Alexander Ramirez | Error message unclear; behavior correct. |
| TC-2-07 | Passed | Vivian Casas | Large model import slow but stable. |
| TC-2-08 | Blocked | Jacky Lim | Camera not yet implemented. |

5 Metrics

- Total Tests: 8

- Passed: 6
- Failed: 1
- Blocked: 1
- Pass Rate: 75%

6 Conclusion

Snapshot 2 confirms that import + rendering works correctly and the base UI behaves as expected. Camera features will be added next snapshot.