

TestRail Summary Report: Snapshot 3

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1 Overview

This document summarizes the test cases executed for 3D models creation, menu functionality, Smart Navigator installation, and inventory access within the Unity environment.

2 Snapshot Summary Image

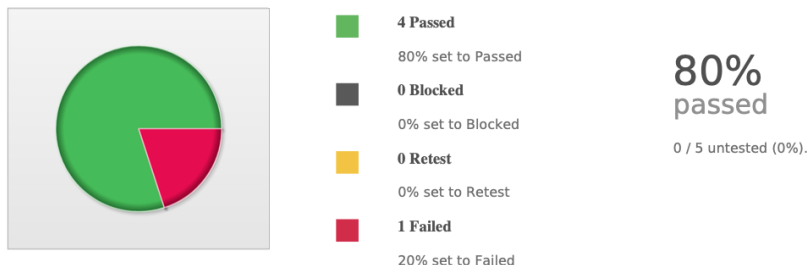


Implementing 3D Models Functionality with Unity Test Runs (Summary) 5/8/2025

Project: Final Project - SoCal Edison Virtual Reality Training Simulation
By Alyssa Tu, 5/8/2025 11:59 PM

We tested five features in the VR environment. The models (trees, houses, sidewalks) showed up correctly, the menu screen and buttons worked, the Smart Navigator was added to the scene, and teleporting to the task location worked as expected. However, we had an issue with the inventory as the user couldn't select any items using the controller. Everything else worked fine, but the inventory needs to be fixed.

Run: Implementing 3D Models Functionality with Unity Test Run 5/8/2025



2.1 Test Case #1

Name: 3D Models Creation (Trees, Houses, Sidewalks)

Type: Functional

Priority: Medium

Estimated Time: 10 minutes

Actual Time: 10 minutes

Preconditions:

- Unity project is open.
- VR headset is connected and ready.
- The scene contains a menu screen with three buttons.
- Unity is in Play mode.

Test Steps and Expected Results:

Step	Action	Expected Result	Actual Result
1	Open Unity Hub and select the Unity project containing the scene (e.g., BackyardScene).	The Unity project should open without any issues, and the relevant scene should load successfully, showing no errors.	The Unity project opened without any issues, and the relevant scene loaded successfully, showing no errors.
2	In the Unity editor, locate the Scene tab and load the scene containing the 3D models, such as BackyardScene.	The scene should load and display without any issues or error messages.	The scene loaded and displayed without any issues or error messages.
3	In the Scene view, navigate to where the 3D models (trees, houses, sidewalks) are located.	The 3D models (trees, houses, sidewalks) should appear clearly and be visible in the scene.	The 3D models (trees, houses, sidewalks) appeared clearly and were visible in the scene.
4	Observe the scale and placement of the models within the scene.	The models should be positioned on the ground, not floating or misaligned, and should have appropriate scale in relation to one another.	The models were positioned on the ground, not floating or misaligned, and had appropriate scale in relation to one another.

2.2 Test Case #2

Name: User Interface and Menu Screen Functionality in VR

Type: Functional

Priority: High

Estimated Time: 5 minutes

Actual Time: 5 minutes

Preconditions:

- Unity project is open and running in Play mode.
- VR headset is properly connected and functioning.
- The main menu and VR interaction buttons are implemented in the scene.

Test Steps and Expected Results:

Step	Action	Expected Result	Actual Result
1	Enter Play Mode in Unity and put on the VR headset.	User is placed in the VR environment.	User is placed in the VR environment.
2	Look around the VR scene to locate the main menu screen.	The menu screen appears clearly in view with 3 visible buttons: Smart Navigator Installation, Teleport to Task Location, and Inventory Access.	The menu screen appeared clearly in view with 3 visible buttons: Smart Navigator Installation, Teleport to Task Location, and Inventory Access.
3	Point your VR controller at the Smart Navigator Installation button.	The button highlights or responds visually (e.g., color change or glow).	The button highlighted/responded visually (e.g., color change or glow).
4	Click the Smart Navigator Installation button using the controller.	A new scene or interaction for installing the Smart Navigator begins.	A new scene/interaction for installing the Smart Navigator began.
5	Return to the main menu and click the Teleport to Task Location button.	User is instantly moved to the area where the task takes place.	User is instantly moved to the area where the task takes place.
6	Return to the menu again and click the Inventory Access button.	An inventory interface appears, allowing access to stored equipment.	An inventory interface appeared, allowing access to stored equipment.

2.3 Test Case #3**Name:** Smart Navigator Installation in VR**Type:** Functional**Priority:** High**Estimated Time:** 5 minutes**Actual Time:** 8 minutes**Preconditions:**

- The Unity project is open.
- The Smart Navigator model and hotstick are correctly placed in the scene.
- VR headset and controllers are connected and working.
- The project is running in Play Mode.

Test Steps and Expected Results:

Step	Action	Expected Result	Actual Result
1	In VR, navigate to the Smart Navigator Installation area from the menu screen.	The user is taken to the designated Smart Navigator task area.	The user was taken to the designated Smart Navigator task area.
2	Look around to locate the Smart Navigator and hotstick in the scene.	Both objects are clearly visible in the VR view.	Both objects were clearly visible in the VR view.
3	Use the VR controller to reach out and grab the Smart Navigator.	The Smart Navigator attaches to the user's hand/controller.	The Smart Navigator attaches to the user's hand/controller.
4	Move the Smart Navigator toward the clamp on the hotstick.	The clamp area highlights or shows alignment feedback.	The clamp area highlights/shows alignment feedback.
5	Align and place the Smart Navigator onto the hotstick clamp.	The Navigator snaps into place and stays mounted.	The Navigator snaps into place and stays mounted.

2.4 Test Case #4

Name: Inventory Access in VR

Type: Functional

Priority: High

Estimated Time: 5 minutes

Actual Time: 5 minutes

Preconditions:

- Unity project is running in Play Mode.
- Menu screen is open in the VR environment.
- VR headset and controllers are connected and working.

Test Steps and Expected Results:

Step	Action	Expected Result	Actual Result
1	From the menu screen, locate the Inventory Access button.	The Inventory Access button should be visible and highlighted on the VR menu screen.	The Inventory Access button was visible and highlighted on the VR menu screen.
2	Point the VR controller at the Inventory Access button and hover over it.	The button should highlight (e.g., color change or visual effect).	The button highlighted (e.g., color change or visual effect).
3	Press the trigger on the VR controller to select the Inventory Access button.	The inventory UI should appear in the VR environment, displaying a list of available items.	The inventory UI appeared in the VR environment, displaying a list of available items.
4	Look through the inventory and attempt to select an item by pointing at it with the VR controller and pressing the trigger.	The selected item should become highlighted, and a description or additional options for the item should appear.	The system did not allow the user to select an item from the inventory when pressing the trigger.