



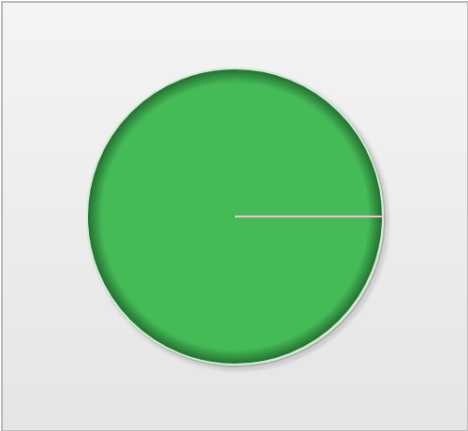
Final Touches and Future Implementations Test Runs (Summary) 5/9/2025





Project: Final Project - SoCal Edison Virtual Reality Training Simulation

By Alyssa Tu, 5/9/2025 2:45 AM

Tested three features in the VR environment: Audio and Sound Feedback, Inventory Access in VR, and Menu Task Screen: Task Progress in VR. All three test cases were completed and passed successfully. Everything worked as expected, sounds played properly, the inventory could be accessed and used, and the task progress was shown correctly on the menu screen.

Run: Final Touches and Future Implementations Test Run 5/8/2025



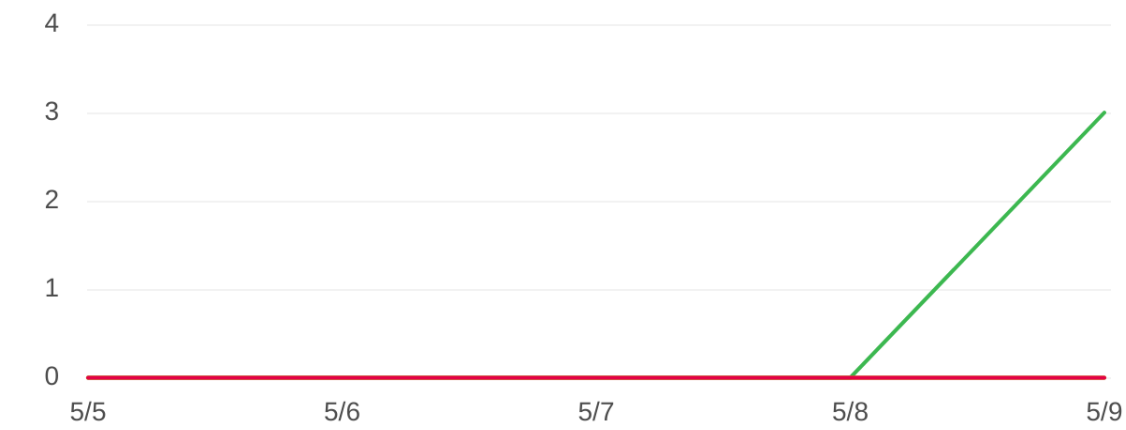
	3 Passed 100% set to Passed
	0 Blocked 0% set to Blocked
	0 Retest 0% set to Retest
	0 Failed 0% set to Failed

100%
passed
0 / 3 untested (0%).

Running Test Case:

- Inventory Access in VR <-- redoing since previous test failed
- Audio and Sound Feedback
- Menu Task Screen: Task Progress in VR

Created On	5/9/2025
Completed	No



5/5/2025 – 5/9/2025:

- 3 Passed**
100% set to Passed
- 0 Blocked**
0% set to Blocked
- 0 Retest**
0% set to Retest
- 0 Failed**
0% set to Failed

Friday, May 09, 2025

Passed	Menu Task Screen: Task Progress in VR	Tested by Alyssa T.
Passed	Inventory Access in VR	Tested by Alyssa T.
Passed	Audio and Sound Feedback	Tested by Alyssa T.
Untested	Menu Task Screen: Task Progress in VR	
Untested	Inventory Access in VR	
Untested	Audio and Sound Feedback	

Progress



Since 5/9/2025:

- Remaining Tests**
100% of tests completed.
- Remaining Effort**
100% of effort completed.
- Ideal Progress**
-0 days to go (forecast).

Forecasts & Estimates



Based on the current activity and forecasts, the projected completion date for the test run(s) is:

5/9/2025
Low accuracy forecast



The test run(s) were started **3 hours ago** (5/9/2025).

Completed:100%(3/3)
Elapsed:0h 19m
Tests / day: 3
Hours / day:0



Metric

By Estimate

By Forecast

Completed

0h 5m

0h 20m

To-do

0h 0m

0h 0m

Total

0h 5m

0h 20m

Test Cases (0)

Snapshot 3: Implementing 3D Models Functionality with Unity (1)

Integrating the 3D models created in Autodesk Maya and Blender into the Unity engine, and adding interactive functionalities that will allow users to perform tasks and interact with the models within a simulated environment.

ID	Title	Status
T39	Inventory Access in VR	Passed

Snapshot 4: Final Touches and Future Implementations (2)

Final adjustments include adding audio effects and preparing for future features like additional training missions and difficulty options.

ID	Title	Status
T38	Audio and Sound Feedback	Passed
T40	Menu Task Screen: Task Progress in VR	Passed