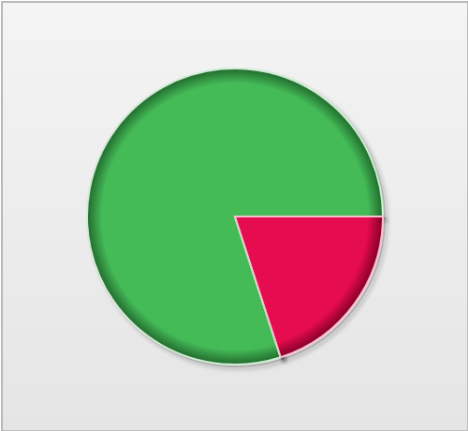# TestRail

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 he 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

4 Passed

80% set to Passed

0 Blocked

0% set to Blocked

0 Retest

0% set to Retest

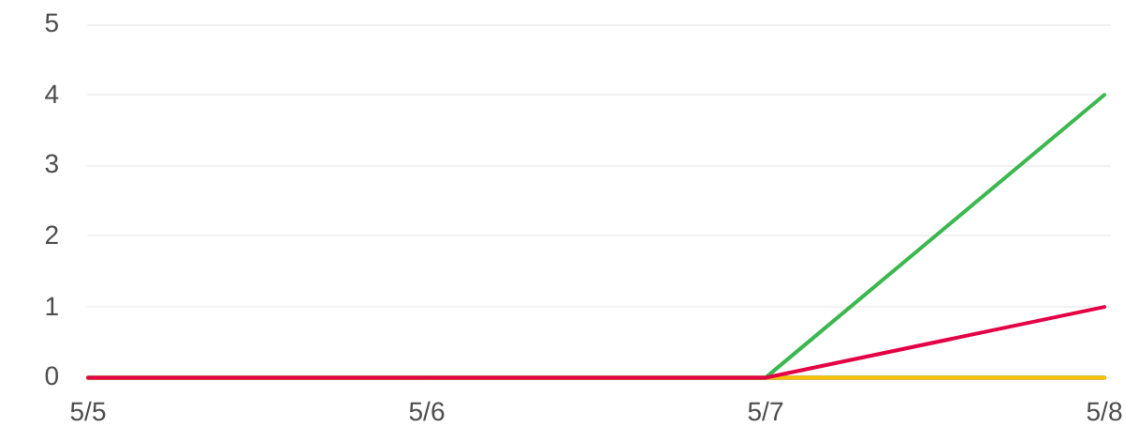**1 Failed**

20% set to Failed

80%
passed

0 / 5 untested (0%).

Running Test Case:

- 3D Models Creation (Trees, Houses, Sidewalks) <-- redoing since previous test failed
- User Interface and Menu Screen Functionality in VR
- Teleportation to Task Location in VR
- Smart Navigator Installation in VR
- Inventory Access in VR

Created On	5/8/2025
Completed	No

Activity

5/5/2025 – 5/8/2025:

4 Passed

80% set to Passed

0 Blocked

0% set to Blocked

0 Retest

0% set to Retest

1 Failed

20% set to Failed

Thursday, May 08, 2025

Passed	3D Models Creation (Trees, Houses, Sidewalks)	Tested by Alyssa T.
Passed	User Interface and Menu Screen Functionality in VR	Tested by Alyssa T.
Passed	Smart Navigator Installation in VR	Tested by Alyssa T.
Passed	Teleportation to Task Location in VR	Tested by Alyssa T.
Failed	Inventory Access in VR	Tested by Alyssa T.
Untested	Inventory Access in VR	

Untested	Teleportation to Task Location in VR
Untested	Smart Navigator Installation in VR
Untested	User Interface and Menu Screen Functionality in VR
Untested	3D Models Creation (Trees, Houses, Sidewalks)

Progress

Since 5/8/2025:

■ (blue)	**Remaining Tests**	100% of tests completed.
■ (red)	**Remaining Effort**	Forecast not available.
■ (gray)	**Ideal Progress**	Forecast not available.

Forecasts & Estimates

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

Unknown

Forecast not possible

The test run(s) were started **32 minutes ago** (5/8/2025).

Completed:100%(5/5)

Elapsed:0h 30m

Tests / day: 5

Hours / day:n/a

Metric	By Estimate	By Forecast
Completed	0h 0m	n/a
To-do	0h 0m	n/a
Total	0h 0m	n/a

Tests & Results

Test Cases (0)

Snapshot 2: 3D Model Creation and Design (1)

Creating realistic 3D models and ensuring that the models (trees, houses, sidewalks, polemaster, smart navigator) are designed with accuracy, based on real-world references.

ID	Title	Status
T33	3D Models Creation (Trees, Houses, Sidewalks)	Passed

Snapshot 3: Implementing 3D Models Functionality with Unity (4)

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
T34	User Interface and Menu Screen Functionality in VR	Passed
T36	Teleportation to Task Location in VR	Passed
T35	Smart Navigator Installation in VR	Passed
T37	Inventory Access in VR	Failed