

UAT PLAN – APPLE HAPTICS OTT SIMULATION

1. Objective

To test the haptics-enabled playback feature in an OTT environment for usability, latency, feedback accuracy, and system performance.

2. Test Method

Manual walkthrough + simulated feedback capture.

3. User Type

Indian OTT users (diverse age group, device users iPhone X and above).

4. Features Tested

- Haptics toggle (on/off, low/med/high)
- Intensity accuracy
- Screen-trigger haptics sync
- Playback pause/rewind re-sync
- Latency under 100ms
- UI load during feature activation
- Battery drop for 1.45h playback at 50% brightness

5. Feedback Collection

Simulated user form with:

- Rating scale (1–5)
- Short comments
- Optional usability observation
- Report UI lag or battery issues

6. Pass Criteria

Minimum 80% users must report:

- Clear haptics sync
- Acceptable latency and intensity
- No major UI lags or app crashes

7. Known Limitations

- SE 2020 & SE 2022 iPhones excluded
- Only works with devices supporting Core Haptics API
- No real beta testers (simulated only)