

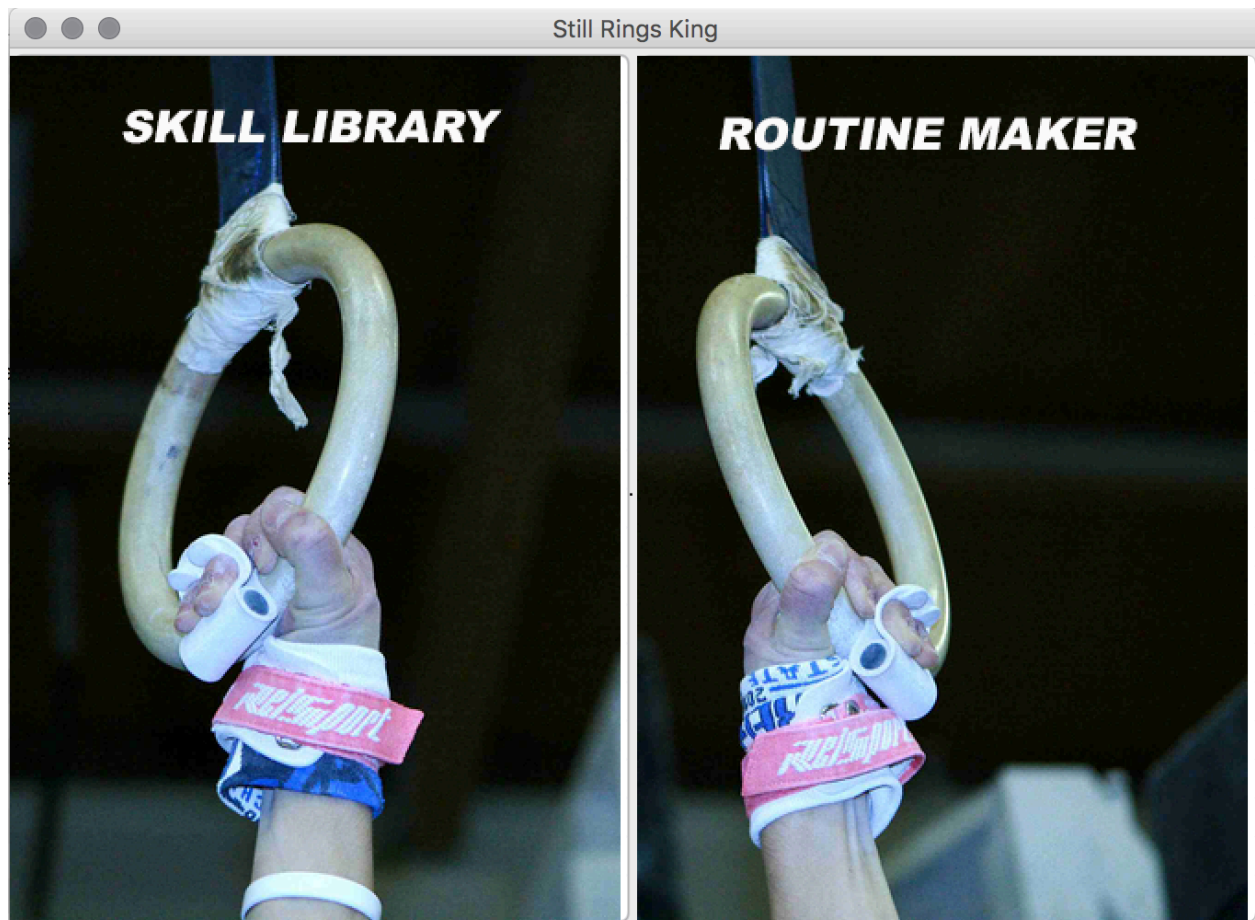
Project Week 4 Manual Test

Summary

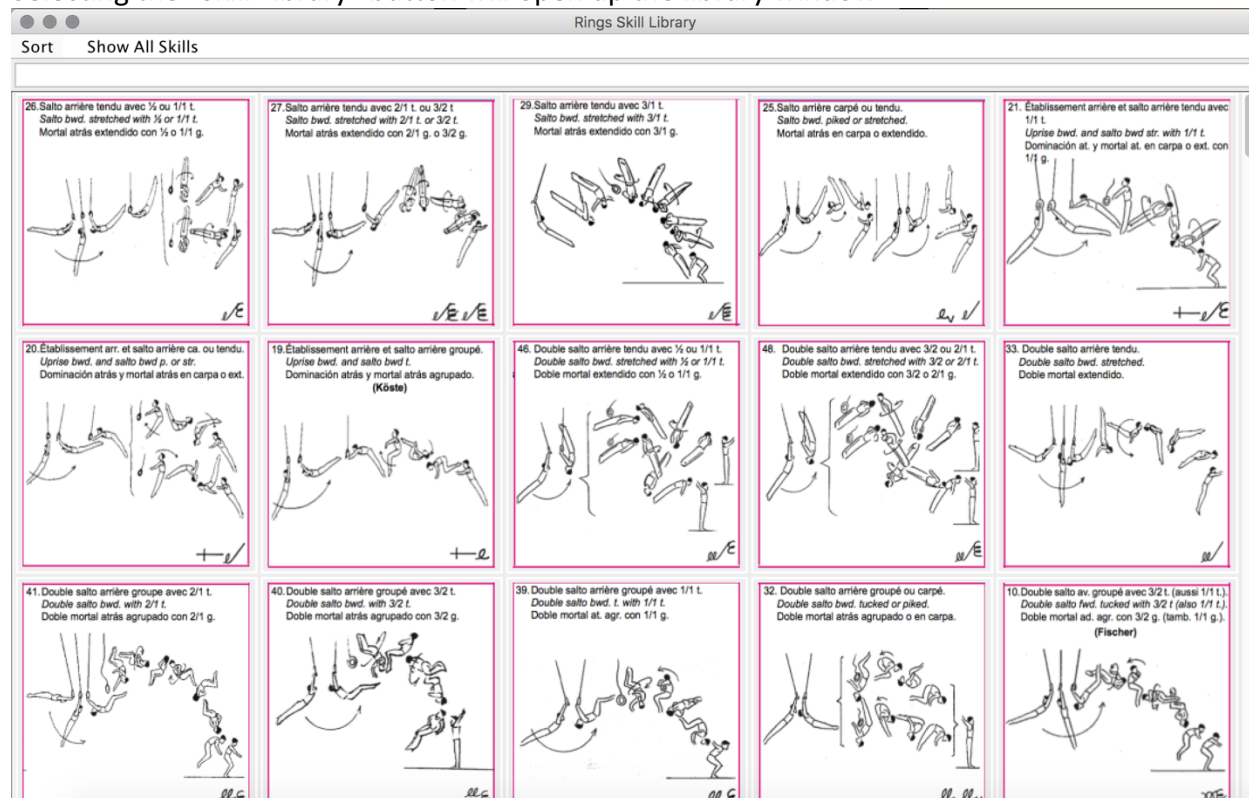
This week's iteration of the project was focused on cleaning up the UI and adding the last components and elements needed to connect all parts of the application. The backend of the program was also changed to use a database connection.

Top Level View

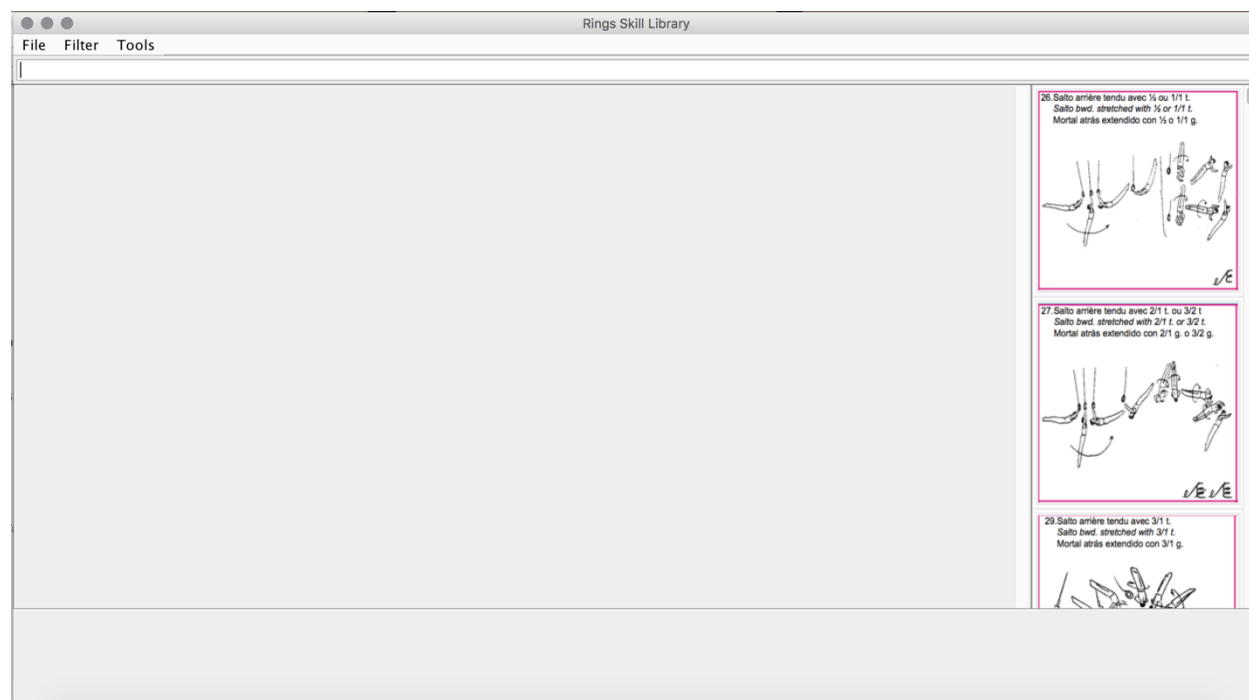
On opening, the application will now appear on this "Top Level" view which will serve as the home base for the application.



Selecting the “Skill Library” button will open up the library window



While selecting the “Routine Maker” will bring up the routine builder window

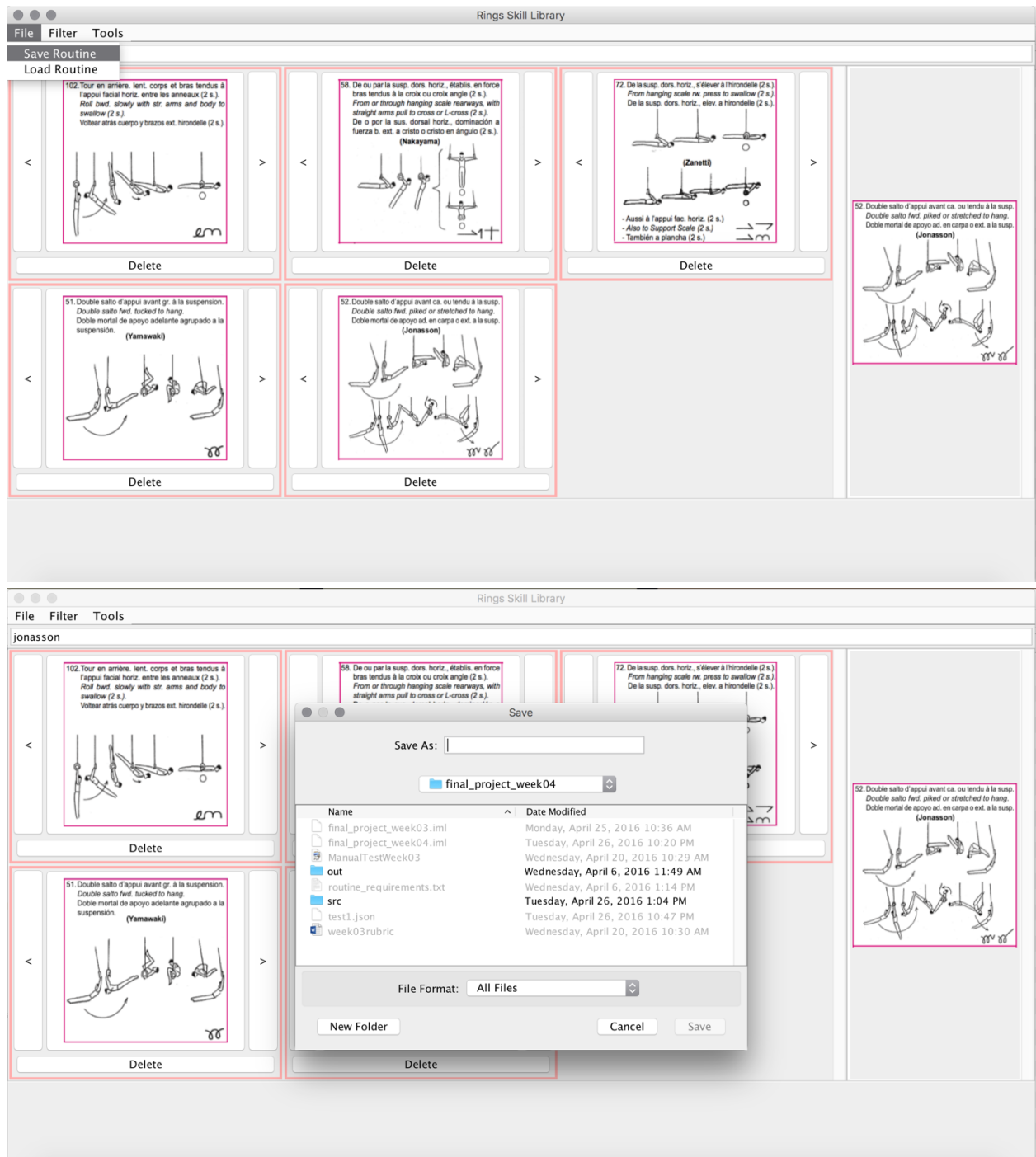


Note: There can only be one library window and one routine window open at any given time. This was a design choice taken to reduce system memory being used as the library is heavy on resources. Clicking on either button while the respective window is open will have no effect.

Routine View Changes

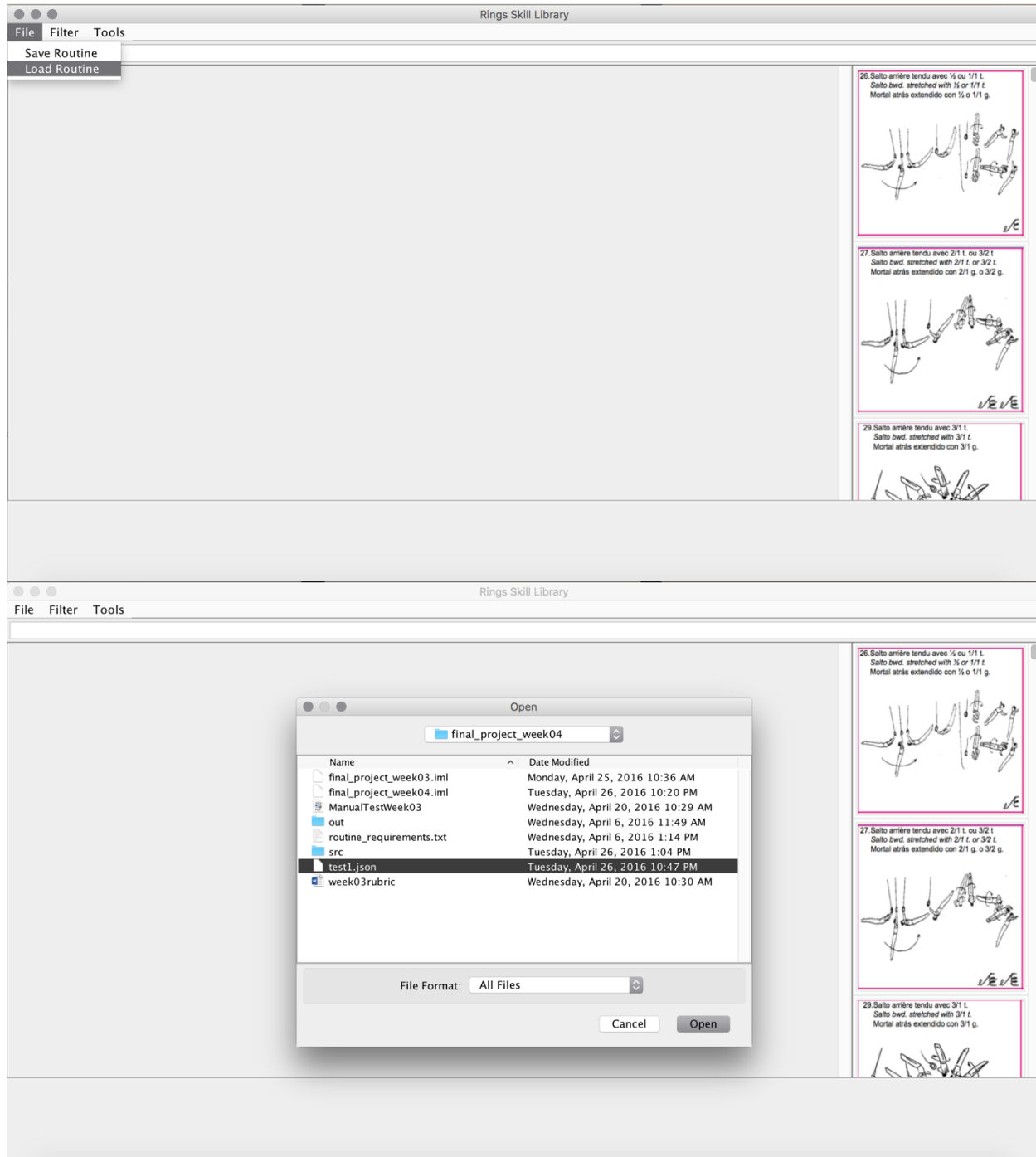
The Routine Maker view was changed to include 2 new functions.

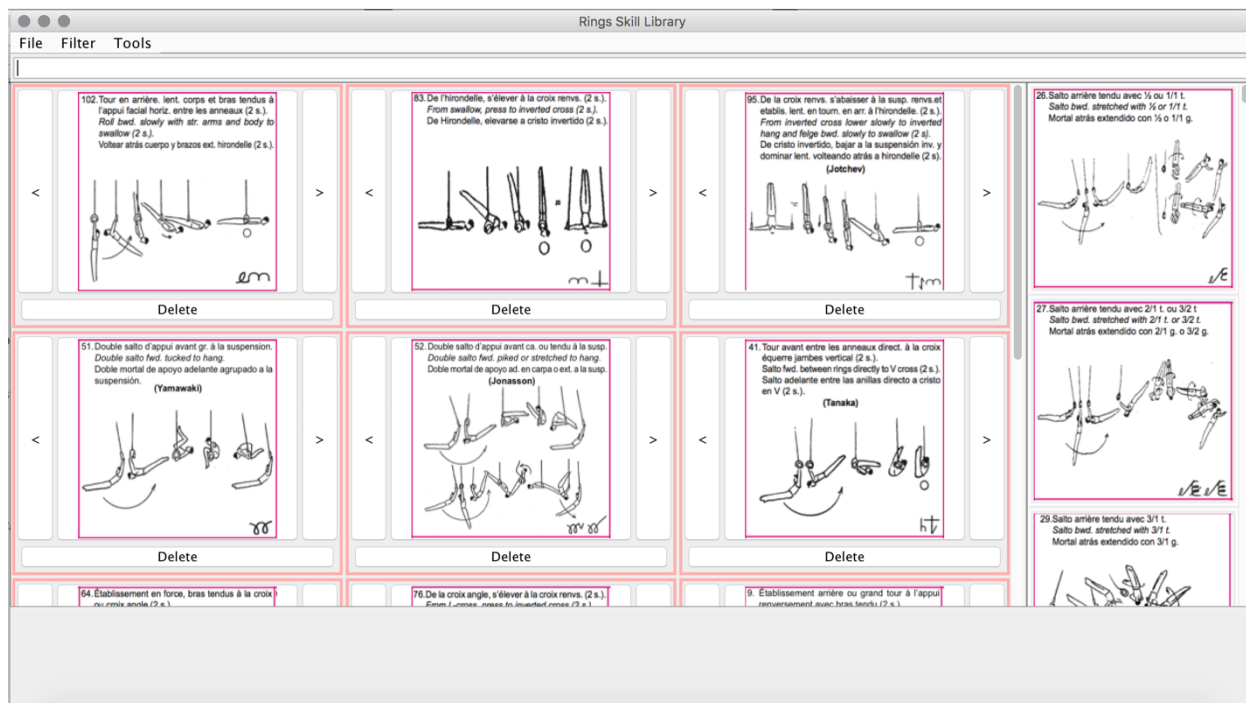
Save Routine



Note: Routine files must be saved with the .json file extension to be usable. Other file types will be rejected when attempted to load. All states of the current routine will be saved regardless of whether or not it is valid.

Load





Note: The load function will refresh the current routine view with whatever routine is loaded. Note that the loaded file must be a proper JSON file saved by the program earlier. If the file is invalid, the error message below will be presented.

