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| Action | Expected Result | Test Plan |
| Press Elevator Button (outside elevator) | Floor button was pressed on added to the elevator path and elevator button light turned on. | Inject elevator button press signal. Verify that button light is ‘on’. Check elevator path for floor associated the button press. |
| Press Floor Button (in elevator) | Elevator is assigned to floor request and button light is turned on. | Inject floor button press signal. Verify that button light for desired floor is ‘on’. Check elevator path for floor associated with floor request button press. |
| Operate Doors | Door are opened and after a period of time they close.  Doors do not close if they are blocked. Doors do not open if the elevator is moving | Inject open door signal. Verify that door is open. Wait a period of time. Verify door is closed. Block an open door, and verify the blocked door never closes. Inject open door button signal while moving on elevator path, verify doors do not open. |
| Use Emergency Brake | Emergency brakes are activated and the elevator stops immediately. Elevator becomes completely inoperable. | Inject emergency break signal. Verify the elevator has stopped on its path. Inject motor run/floor button signals, verify the elevator remains stopped/motor is not running. |
| Run (or stop) Elevator Motor | On run command, elevator moves. On stop command, elevator stops. Elevator should not move if doors open. | Inject run elevator motor signal, verify motor is running. Inject stop elevator motor command, verify that motor is stopped. Inject run elevator motor signal while elevator doors are open, ensure that motor does not run. |
| Add floor to path | Path has been modified/updated with a new floor request from the customer. | Inject a new floor request (floor button signal), check that the new floor has been added to the elevator path. |