

Testing Role-Play 2: Machine

Applied 2

Overview

You are an ice-cream machine. You can dispense ice-creams in a number of different flavours, with a selection of toppings, in either a cup or a cone.

Inputs

Users input their selection on a touch screen menu. Starting with flavours, then toppings, then receptacle, the options are displayed and users can choose between them. Users can only select one option from each menu screen, and on every menu screen there is a “cancel” button.

- Flavour options:
 - Vanilla
 - Funfetti
 - Choc mint
- Topping options:
 - Sprinkles
 - Nuts
 - Chocolate
- Receptacle options:
 - Cone
 - Cup

Outputs

Use the flowchart below to determine your output.

If the “Cancel” button is pressed on the topping selection screen (i.e., at the second decision point), dispense some chocolate topping and nothing else. On any other screen just return to the start of the flow chart.

If the flowchart does not cover a case, invent a new bug. Try to be consistent with it so the testers have a chance of finding it!

