

## Testing Role-Play 4: Machine Applied 5

### 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.

Users can also specify a desired quantity of ice-cream and topping. Any number of toppings can be added – once a topping then quantity has been selected, the toppings menu is re-displayed with the selected options greyed out. This repeats until the user selects the “no more” option.

- Flavour options: strawberry, mango, lemon
- Flavour quantities: any whole number up to 500mls
- Topping options: blueberry sauce, oreos, nuts, popping pearls, no more
- Topping quantities: a little, a normal amount, a lot
- Receptacle options: cone, cup

For this activity the testers will be checking your UI operation, not what ice-cream you dispense.

### Outputs

Use the state transition diagram below to determine your behaviour. Based on the user’s input, tell them which screen you are displaying.

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

