MONASH
University

Testing Role-Play 3: Testers
Applied 4

Overview

You are testing an ice-cream machine. This machine can dispense ice-creams in a number of different flavours, with a selection of toppings, in either a cup or a cone. Since you last used the machine it has had some upgrades! You are now able to specify a quantity of ice-cream and topping for it to dispense.

Inputs

Inputs are made using a touch screen menu. Starting with flavours, ice-cream quantity, toppings, topping quantity, then receptacle, the options are displayed as listed below. You can select any number of toppings – once you select a topping and a quantity the machine returns to the toppings screen. This is repeated until you select "no more".

You indicate your selection on each menu screen by tapping the option you desire, or in the case of ice-cream quantity by using a numeric pad. On every menu screen there is also a "Cancel" button.

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

Intended behaviour

The intended behaviour of this machine is to dispense a single ice-cream of the selected flavour, of the nominated quantity, with the selected toppings in their specified quantity, in the selected receptacle. If the "Cancel" button is pressed at any point, the machine should not dispense an ice-cream, but return to the initial menu screen (flavour selection).