

Test-Report Part 1

Test List

Test-ID	Test-Name	Description
1	Install-Script	We wrote an install script to make it more easy to get our framework to work on a new Computer and need to make sure if all required packages are installed correctly.
2	Start SimRobot	Start the software SimRobot and test if everything works correctly.
3	Upload Software	Test if our code can be uploaded on a robot via the hulks upload.sh script.
4	Customize Scene SimRobot	Customize a scene based on our field as it is smaller than the official one, for the SimRobot and execute it.
5	Set Up Teams	The robot settings are configured by JSON files. We need to test if we are able to set up customized teams which suit our needs.
6	Gammaray Anastasia– Execute Code	Gammaray describes to the frameworks process when a nao robot gets configured to run the code of our framework.
7	Gammaray Tom – Execute Code	Gammaray describes to the frameworks process when a nao robot gets configured to run the code of our framework.
8	Gammaray Luc – Execute Code	Gammaray describes to the frameworks process when a nao robot gets configured to run the code of our framework.
9	Set Up Teams for GameController	Set up Custom Teams for the GameController
10	SendActionsSimRobot	Send specific commands to a virtual robot. For example penalize it.
11	SendActionsRealRobot	Send specific commands to a real robot. For example penalize it.
12	Set up MATE real	See if the MATE software works on a real robot.

13	Set up MATE SimRobot	See if the MATE software works on a virtual robot
14	Orientation Single Robot	Analyze what a single robots perceived location is compared to its actual location.
15	Orientation Two Robots	Same as above but the robots act as team now (test collective perception)
16	Recognize Football	See if the robots are able to recognize the football.
17	Walk towards Football	See if a robot is able to walk accurately to the football
18	Kick the ball towards the right direction	The robots have to be able to realize whether they head into the right direction and therefore kick the ball towards the enemy's goal.
19	Behavior Roles	Check if the robots are behaving in the way their current roles were defined.
20	Brightness	Test if the brightness is good enough for the robots to play football properly.
21	Ball in the corner	See how the robot acts like if the ball is lying in the corner.
22	Searching ball	Observe what strategies the robot applies to find the ball.
23	Kicking Density	See if the robot customizes the strength with that he kicks the ball.
24	Restart after Penalisation	Look if the robot starts immediately after penalty time is over.
25	Whistle Recognition	Test if the robots are recognizing the starting whistle.
26	Start-Position Finding	Test if the robots are taking their determined position flawlessly after every point and at the start of the game.
27	Foul Handling	Test what strategies are implemented in the current framework to prevent fouls and look if they work properly.
28	Eyes friend / enemy detection	Find out if the light of the eyes help for enemy detection.
29	Behavior when mates Penalised	See if the behavior roles change if one or more teammates are Penalised.
30	Whole 2 vs 2 Game	Test a whole 2 vs 2 game with two custom prepared teams.