

Acceptability Test Guidelines

CMPS115 - Fall 2013

TanzElephant

Main User Story Acceptability

- Sprint 1: As a programmer, I need to familiarize myself with Unity so that I know how to use the Unity editors and how to do basic scripting.
 - The scene containing the elephant and the ability for the elephant to translate its position based on a stylus click demonstrates the completion of the main user story for Sprint 1.
- Sprint 2: As a programmer, I need to familiarize myself with Unity on zSpace and the zSpace scripts in preparation to complete the final elephant project.
 - The ability to see the elephant in stereoscopic 3D and interact with it with the stylus demonstrates the completion of this user story.
- Sprint 3: As a user, I need to be able to move the elephant around the scene using the stylus. As a user I need to be able to turn the elephant towards the camera and blast the camera with water.
 - Working through the Test Procedures will demonstrate the completion of these user stories.

Test Procedures

- Point the stylus at the ground and click with the main stylus button. Observe that the elephant immediately turns in the direction of the click and moves in that direction. The camera will follow the elephant.
- Point the stylus at the elephant and click and hold the main button of the stylus. The elephant will cry out in surprise as it is being lifted by an unknown force. The user may now move the elephant in three dimension. After the button is released, the elephant will remain suspended until future user input.
- Press either of two secondary stylus buttons and observe the elephant spray water in the direction that it is facing and utter a traditional elephant battle cry. This effect is best observed with the elephant directly facing the camera.

Known Errors:

- When the user tilts their head too far to either the left or the right, the opposite eye will receive an image with a blue overlay.
- When the user tilts their head up or down the topmost tiles in the screen will sometimes not render.