

Obsidian Sound

Test Case

Test Case ID: 1

Test Title: Verify button functionality

Description: Ensuring buttons appear to depress on screen when the keyboard key is pressed

Test Executed By: Sangwoo Shim

STEPS	Test Step	Expected Result	Actual Result	Status
1	Launch from the source (24 buttons should display)	All 24 buttons should appear	As expected	PASS
2	Button Response	Should depress with the pressed keyboard key/depress as long as keyboard key is depressed	As expected	PASS

Test Case ID: 2

Test Title: Verify audio playback

Description: Ensure audio plays when key is pressed

Test Executed By: Sangwoo Shim

Preconditions: Page launched successfully, buttons press as they should

STEPS	Test Step	Expected Result	Actual Result	Status
1	Audio response	Pressing a programmed key should also play its audio at the same time	As expected	Pass

Test Case ID: 3

Test Title: Verify volume control

Description: Ensure volume control slider works

Test Executed By: Sangwoo Shim

Preconditions: Page launched successfully, buttons press as they should, audio plays as it should

STEPS	Test Step	Expected Result	Actual Result	Status
1	Use volume control slider	Volume of played audio should adjust accordingly with the slider (completely lowering the slider will have no volume, completely raising volume should increase volume)	As expected	Pass

Test Case ID: 4

Test Title: Repeat sound on button hold

Description: Make sure that holding down button will loop the sound as long as it's held down

Test Executed By: Sangwoo Shim

Preconditions: Page launched successfully

STEPS	Test Step	Expected Result	Actual Result	Status
1	Hold down sound buttons	Sound will repeat for as long as the button is held down	As expected	Pass