# Check if Microphones Work Properly

# Summary

## Location & Date

TBD

## Description & Aim

Three microphones are planned to be used in this project, two for recording the sound of the balls hitting the table and one for acquiring the player's commands. Since the performance expected from the microphones is not high, this standard unit test is designed to be applied to all microphones.

The ground truth for this test is a recorded clear and barely noisy speech including one or a few verbal commands.

## Participants

TBD

# Preconditions & Environment Requirements

* A quiet place
* A device capable of recording clear and barely noisy sound (e.g., laptop)
* Another device capable of playing sound (e.g., mobile phone)
* USB microphone
* Distance measurement tool (e.g., a ruler)

# Scenario

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Data** | **Expected Result** | **Actual Result** |
| Record a speech including pre-determined command(s) and get it ready to be played | - | - | - |
| Connect microphone to start recording sound | - | - | - |
| Play the pre-recorded speech and record it via microphone | 10 times  40 centimeters, distance between speaker and microphone | all records include the command(s) in a clearly understandable way | - |
| Repeat the previous step | 10 times  70 centimeters, distance between speaker and microphone | at least 8 records include the command(s) in a clearly understandable way | - |
| Repeat the previous step | 10 times  110 centimeters, distance between speaker and microphone | at least 7 records include the command(s) in an understandable way | - |