System and Unit Test Report

Face2Name

6/3/17

User Story 1 from Sprint 1: ***As a user, I want the app to use my phone's camera as input***

Scenario:

1. Start Face2Name app; wait for camera preview to load
2. Once loaded, camera will render on phone screen

User Story 2 from Sprint 1: ***As a user, I want to select objects on the screen and have the app respond accordingly***

Scenario:

1. Start Face2Name app; wait for camera preview to load
2. Once loaded, camera will render on phone screen
    a. Tapping on screen will freeze screen and draw rectangles around them if a face is detected
        i. If no face detected, camera will continue to display in real time
    b. Tapping a rectangle brings up keyboard and textbox
        i. Pressing enter on keyboard with input closes the textbox and closes keyboard

User Story 1 from Sprint 2: ***As a user, I want the app to be able to track faces on the screen***

Scenario:

1. Start Face2Name app; wait for camera preview to load
2. Point phone camera at a face or group of faces
3. If a face or multiple faces are detected:
    a. Screen will freeze
    b. User should see rectangles drawn around all faces detected on the screen
4. If no faces are detected:
    a. The application will not freeze and will continue to render camera input to the display

User Story 2 from Sprint 2: As a user, I want the app to be able to support multiple faces on the screen at the same time

1. Start Face2Name app; wait for camera preview to load
2. Point phone camera at a face or group of faces
3. When multiple faces are detected, multiple squares will be drawn around faces

User Story 3 from Sprint 2: ***As a user, I want the app to have persistent data storage so that the app can open and close without losing previously entered faces.***

Scenario:

1. Start Face2Name app; identify a face; restart app;
    a. Select a face that was already previously identified
    b. User should see the name of a person in a box

User Story 1 from Sprint 3: ***As a user, I want the app to be able to identify faces on the screen***

Scenario:

1. Start Face2Name app; wait for camera preview to load;
2. Point phone camera at a face or group of faces
3. Tap anywhere on screen; if face is recognized, image will freeze and rectangles will be drawn around detected faces
4. Tap on a detected face
    a. If face is recognized, text box will appear with person's name

User Story 2 from Sprint 3: ***As a user, I want to select a person's face on the screen and have the app retrieve the name from a local database***

Scenario:

1. Start Face2Name app; wait for camera preview to load;
2. Point phone camera at a face or group of faces
3. Tap anywhere on screen; if face is detected, image will freeze and rectangles will be drawn around detected faces
4. Select one of the faces by clicking on the rectangle surrounding the face
    a. User should see the name of the person appear in the text box
    -Note: Keyboard will not pull up in this scenario

User Story 3 from Sprint 3: ***As a user, I want to be able to assign a name to a person the app doesn't recognize***

Scenario:

1. Start Face2Name app; wait for camera preview to load;
2. Point phone camera at a face or group of faces
3. Tap anywhere on screen; if face is detected, image will freeze and rectangles will be drawn around detected faces
4. Select one of the faces by clicking on the rectangle surrounding the face
5. User should see a text box pop up where they can assign a name to the face
    a. The keyboard will automatically pull up onto the screen, and after user input is entered and the enter button is pushed on the keyboard, the keyboard and text box will disappear.
    b. The face has now been entered into the database