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| **Project Identifier** | | | **Title** | |
| SDMP | | | Media Player | |
| **Pass/Fail** | Pass | **Date** | 03/02/2022 |

***Document History***

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| --- | --- | --- | --- |
| **Date** | **Version** | **Author** | **Description** |
| 31/01/2022 | 0.1 | Cameron Samuels | First draft |
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| **Tester** | **Date** |
| Cameron Samuels | 03/02/2022 |

***Requirement Document(s)***

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| **Name of Document** | **Version** | **Dated** |
| SDMP Requirements Catalogue | 0.1 | 31/01/2022 |
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| **Description/ Introduction** |
| This test script is for testing the Music Player interface.  The following will be tested:   * File input * Music playback * Music playback – Device Idle * Music control * Playlist creation * Display options – Playlist |

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| **Pre-conditions** |
| 1. *No audio files have been uploaded to the interface* |

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| **Entry Criteria** |
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| **Release** |
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| **Test ID** | **Test Case** | **Expected Results** | **Pass/Fail and Execution Notes** |
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| **SDMP01** | **When the interface is loaded the following should be displayed:**   * **“+” Button in the top left of the interface** * **“Add tracks to use the music player…” in the middle top of the interface** * **Three-line Menu in the top right of the interface** * **Empty circle with shadow in the centre of the interface** * **“Track Name” sliding from right to left** * **“Track Artist” is below “Track Name”** * **Time slider below “Track Artist”** * **Volume slider below Time slider** * **Shuffle, Previous, Play, Next and Repeat buttons along the bottom** | | |
| SDMP01.1 | Click “+” button | Cursor becomes pointer on hover.  File explorer opens, searching for “Audio files” file types. | **Pass** |
| SDMP01.2 | Click Three-line menu button | Cursor becomes pointer on hover.  First click:  Playlist slides out from underneath of main player body.  Second click:  Playlist is hidden from view. | **Pass** |
| SDMP01.3 | Click and drag Time slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user | **Pass** |
| SDMP01.4 | Click and drag volume slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user | **Pass** |
| **SDMP02** | **Adding an audio file populates:**   * **“Now playing track 1 of 1”** * **Album Artwork circle** * **Track Name** * **Track Artist** * **Playlist details**   **Audio is playing from the newly added track** | | |
| SDMP02.1 | Add track using “+” button and selecting valid file type | Music player fields are populated with track info.  Audio begins playing. | **Pass** |
| SDMP02.2 | Check playlist has updated | Newly added track populates the playlist with Track Name and Album Name | **Pass** |
| SDMP02.3 | Check Play/Pause button operates correctly | When audio is playing and the button pressed, the audio should pause.  When audio is paused and the button pressed, the audio should commence. | **Pass** |
| SDMP02.4 | Check Repeat button | Currently loaded audio should re-commence from the beginning of the track. | **Pass** |
| SDMP02.5 | Click and drag Time slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| SDMP02.6 | Click and drag volume slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| **SDMP03** | **Adding another audio track should:**   * **Populate track information in player and playlist** * **Play audio of newest added track** | | |
| SDMP03.1 | Add track using “+” button and selecting valid file type | Music player fields are populated with track info.  Audio begins playing. | **Pass** |
| SDMP03.2 | Check playlist has updated | Newly added track populates the playlist with Track Name and Album Name | **Pass** |
| SDMP03.3 | Check Play/Pause button operates correctly | When audio is playing and the button pressed, the audio should pause.  When audio is paused and the button pressed, the audio should commence. | **Pass** |
| SDMP03.4 | Check Repeat button | Currently loaded audio should re-commence from the beginning of the track. | **Pass** |
| SDMP03.5 | Check Next Track button | Track should jump to next track in playlist and play audio.  Track number is updated at the top of the player. | **Pass** |
| SDMP03.6 | Check Previous Track button | Track should jump to previous track in playlist and play audio.  Track number is updated at the top of the player. | **Pass** |
| SDMP03.7 | Click and drag Time slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| SDMP03.8 | Click and drag volume slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| **SDMP04** | **Adding another audio track should:**   * **Populate track information in player and playlist** * **Play audio of newest added track** * **Enable shuffle function should now be functional** | | |
| SDMP04.1 | Add track using “+” button and selecting valid file type | Music player fields are populated with track info.  New audio begins playing. | **Pass** |
| SDMP04.2 | Check playlist has updated | Newly added track populates the playlist with Track Name and Album Name | **Pass** |
| SDMP04.3 | Check Play/Pause button operates correctly | When audio is playing and the button pressed, the audio should pause.  When audio is paused and the button pressed, the audio should commence. | **Pass** |
| SDMP04.4 | Check Repeat button | Currently loaded audio should re-commence from the beginning of the track. | **Pass** |
| SDMP04.5 | Check Next Track button | Track should jump to next track in playlist and play audio.  Track number is updated at the top of the player. | **Pass** |
| SDMP04.6 | Check Previous Track button | Track should jump to previous track in playlist and play audio.  Track number is updated at the top of the player. | **Pass** |
| SDMP04.7 | Click and drag Time slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| SDMP04.8 | Click and drag volume slider | Cursor becomes pointer on hover.  Slider thumb moves and stays where left by the user, audio skips to this point in the track. | **Pass** |
| SDMP04.9 | Check Shuffle button  (Using the Next Track button after applying the Shuffle function)  It may occur that the same track or next track in the sequence plays – pressing Next Track button should eventually show correct results | Once clicked, next track should not necessarily be the next in the numerical order at the top of the screen. | **Pass** |
| **SDMP05** | **Playlist should be now populated with at least 3 tracks**  **Playlist should:**   * **Have working search function** * **Sort by function on both Track Name and Album Name** | | |
| SDMP05.1 | Searching track name in playlist | If track search input matches a Track Name, all other rows are hidden.  If no matches, all rows hidden. | **Pass** |
| SDMP05.2 | Sorting playlist by Track Name | Clicking Track Name in playlist will organise the tracks and their albums, alphabetically, by Track Name. | **Pass** |
| SDMP05.3 | Sorting playlist by Album Name | Clicking Album Name in playlist will organise the tracks and their albums, alphabetically, by Album Name. | **Pass** |
| **SDMP06** | **Device should be left to switch to idle mode:**   * **Audio should be left playing** * **No user interaction should be recorded for at least a 30 second period** | | |
| SDMP06.1 | No user interaction should be occurring | After 30 seconds and idle mode activates, playback should still be occurring. | **Pass** |
| **SDMP07** | **Interface plays newly added track when:**   * **Now playing shows “Now playing track x of y”**   *Where x < y* | | |
| SDMP07.1 | Adding new track to playlist not currently on last added track | Newly added track plays and Now playing shows “Now playing track z of z”. | **Fail**  **Test case is regression step and not indicative of failed requirements.**  **When currently loaded track (x) is not last in the playlist (y), added song is appended to playlist but audio plays from track after currently loaded (x+1)** |