

System and Unit Test Report

Team Name: iM Keys

Team Product: iOS Easy Keyboard

Date: 7/23/19

System Test scenarios

- A. User story 1 from sprint 1: As a user I want to see a keyboard, so that I can play music
- B. User story 2 from sprint 1: As a user, I want the keys to look different when I push them so that I know which key I am hitting.
- C. User Story 3 from sprint 1: As a user, I want the keys to look different when I push them so that I know which key I am hitting.
- D. User Story 4 from sprint 1: As a user, I want to be able to select a scale, so that I can see the notes of that scale highlighted.
- E. User Story 1 from sprint 2: As a user, I want the keys to make sounds when I push them, so that I can hear what I am playing.
- F. User Story 2 from sprint 2: As a user, I want to be able to lock the scale that I am seeing on the screen, so that I can play multiple notes in that scale without losing the visual cues.
- G. User Story 1 from sprint 3: As a user, I want to be able to easily find and see buttons on the screen, so that I can use the keyboard efficiently.
- H. User Story 2 from sprint 3 As a user, I want the interface to flow easily, so that I know where buttons are and I can easily understand what they do.
- I. User Story 3 from sprint 3: As a user, I want a UI that is compatible with my iOS device, so that I can use the application on any of my iOS devices.

Scenario:

1. start Easy Keys app
2. Press any keys
3. User should hear notes pressed along with the notes of the scale highlighted
4. Change to a different scale
5. Hold a note and use the "lock scale" slider
6. User should see the scale highlighted even after releasing key
7. User can unlock the slider
8. User can press a new key to unhighlight the last locked scale or just press "Reset Keyboard"

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