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| **Project Name:** | |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Test Case ID:** | |  |  | **Test Design By:** Michael Philotoff | | |
| **Test Priority:** High | |  |  | **Test Designed Date:** December 3, 2014 | | |
| **Module Name:** | |  |  | **Test Executed By:** | | |
| **Test Title:** Simon Carabiner Challenge | |  |  | **Test Execution Date:** | | |
| **Description:** Roadie plays Simon Carabiner correctly for 15 seconds | | | |  |  |  |
|  |  |  |  |  |  |  |
| **Pre-conditions:** Roadie has identified and aligned itself up with the Simon Carabiner | | | |  |  |  |
| **Requirement Satisfied:** | |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status Pass/Fail** | **Notes** |
| 1 | Roadie Presses the start button |  | Roadie powers on Simon |  |  |  |
| 2 | Roadie reads in the light values from Simon to determine which buttons to press | Array of light values | Roadie reads the light values from simon |  |  |  |
| 3 | Roadie presses the color buttons in the order they lite up |  | Roadie correctly press the color buttons in order |  |  |  |
| 4 | Repeat steps 2 and 3 for 15 seconds | Time | Roadie plays Simon for 15 seconds |  |  |  |
| 5 | Roadie starts the process to leave the challenge zone |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Post-conditions:** Roadie has correctly played Simon Carabiner for 15 seconds | | | |  |  |  |