Jarvis Emulator  
Test Plan  
COP 4331, Fall 2015

**Modification History**

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| **Version** | **Date** | **Who** | **Comment** |
| v0.0 | 10/3/2015 | Robin Schiro | Created document |
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1. **Introduction**
   1. **Overall Objective for Software Test Activity**
      1. *Minimize Errors:* Tests will allow us to find bugs in the code, eliminate them, and verify the problems that had been created by those bugs no longer exist.
      2. *Improve Efficiency:*Because our application is heavily reliant on advanced algorithms, tests will permit us to hone in on algorithmic weaknesses to increase the speed and accuracy of the various modules in the application. These include facial recognition, face tracking, speech recognition, speech construction, and website data requests.
      3. *Maximize Usability:* User testing will contribute to the gradual improvement of modules that require user input. For example, testing will lead us through several iterations of our user interface until it is as intuitive as can be.
   2. **Reference Documents**
      1. [Concept of Operations](Concept%20of%20Operations.docx)
      2. [Project Management Plan](Project%20Management%20Plan.docx)
      3. [Software Requirements Specification](Software%20Requirements%20Specification.docx)
2. **Description of Test Environment**
   1. **Environment**
      1. Hardware
         1. Virtual Machine with the following specifications:
            1. CPU: Intel i5-3570K @ 3.40 GHz, 2 cores
            2. RAM: 2 GB
            3. Video Card: VMWare Virtual SVGA 3D Adapter
            4. Storage: 100 GB HDD
         2. Webcam
            1. Video Quality: 720p
            2. Snapshot Quality: 3 MP
      2. Software
         1. Windows 7 Operating System
         2. .NET Framework 4.5
         3. OpenCV
      3. Room
         1. The room in which the webcam is operating must be sufficiently lit for the webcam to record frames with at least 720p quality.
      4. The test environment contains minimum specifications required to run the Jarvis Emulator. The software will operate well with any machine and webcam that possess at least these specifications.
   2. **Testers**
      1. All developers will serve as testers for this project. Each developer with possess a copy of the same Virtual Machine to run tests on.
      2. Optional testers will be our professor, Dr. Damla Turget, and our assigned TA, Amirreza Samiei.
3. **Stopping Criteria**
   1. **Discovery of Errors**
      1. On a periodic basis, we will execute all test cases (or at least all tests cases that the software supports at the time of execution). When we find bugs and areas that could use improvement in the software, we will document our discoveries in a spreadsheet. Once the tester has gone through all test cases, he will place the spreadsheet in the project repository for the remaining developers to view. If the discoveries require more than one person to resolve, a meeting will be held to determine how tasks should be assigned.
   2. **No Errors Found**
      1. If no problems are discovered when all test cases have been run, the project will be considered “good enough to deliver”.
   3. **Definition of “Good Enough to Deliver”**
      1. “Good Enough” does not require that no known errors exist. With such a limited development time frame, there will undoubtedly be bugs in the product by the time we must deliver it. However, all issues that prevent any test cases from passing must be resolved by the time the project is completed. As such, the test cases will be designed to define the core features of the application. Near the end of the development cycle, time will be spent to improve the look and feel of the application, but cosmetics will not be a priority. Workaround will only be acceptable after at least three attempts have been made at creating a proper solution for a problem.
4. **Test Cases**

For all test cases, a “trained user” is one who has provided sufficient training data for his/her profile. At least 50 pictures of his/her face at various angles have been captured by the application. Additionally, it is assumed that the application is already running in every test case.

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| Facial Recognition | |
| **Objective:** Verify that the faces of different users are accurately recognized. | |
| **Test Conditions:** There are two or more trained users present. | |
| **Description:** | **Expected Results:** |
| 1. Have one user walk into view of the webcam (within five feet, facing the camera). | The application should greet that user by name. |
| 1. Have the first user exit the room and a different user enter the room. This user should stand in position similar to that described in Step 1. | The application should greet the new user by name. |

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| Face Tracking | |
| **Objective:** Ensure that the application can track the position of a user’s face. | |
| **Test Conditions:** See Test Environment | |
| **Description:** | **Expected Results:** |
| 1. Click the ‘Enable Tracking’ button located in the ‘Video Feed’ tab of the application window. 2. Toggle the ‘Display tracking borders’ option on. | You should see a square surrounding the face of each user in view of the webcam (as long as those users are facing the camera). |

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| User Interface – Training | |
| **Objective:** | |
| **Test Conditions:** See Test Environment | |
| **Description:** | **Expected Results:** |
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