Team 8 ECE 411 12/5/2024

SynthBuddy Test Plan

Part 1

Unit Test

- Test power supply to verify it provides both -9V, 9V, and 4.5V (probe (VGND, V9, V4.5, pin 5 of U2 for -9V or negative leg of C22)
- Test 5V regulator circuit to ensure 5V output to OLED (probe OLED1 pin 2)
- Test buttons to verify a signal is sent to ESP32 (check serial output)
- Test ESP32 to verify a data signal is sent to OLED display (probe at pin header)
- Test ESP32 to verify PWM Signal is sent to Fuzz (probe TP GENOUT1)
- Test to see signal goes from Fuzz to Chorus (probe TP FUZ-CHO1)
- Test to see signal goes from chorus to Tremolo (probe TP CHO-TRE1)
- Test to see signal goes from Tremolo to amplifier (probe TP LINEOUT1)
- Test to see signal goes from amplifier to output speaker (probe TP SPK+/SPK-)
- Test output signal after amplifier to see if the amplitude is in an acceptable range

Verification Test

- Input buttons select a predesignated signal frequency PWM synth signal dry
- Does the output signal produce sound
- Is the pitch the note specified
- Does the frequency change when input changes
- Is the dry signal a sin wave clear of any distortion or other artefacts
- Signal with Fuzz
- Does the signal route through the fuzz effect and produce output
- Does the bypass potentiometer completely cut off the effect without adding distortion
- Does setting the potentiometer to different values produce unique sounds

- Signal with Chorus
- Does the signal route through the chorus effect and produce output
- Is the chorus able to be bypassed with bypass switch
- Does the chorus need additional hardware added to the test point to produce output Signal with Tremolo ("Tre-Mellow" TM)
- Does the signal route through the tremolo effect and produce output
- Does the bypass potentiometer completely cut off the effect
- Is the rate potentiometer able to affect the rate of cut off of the signal with the tremolo
- Signal with all effects
- Text is written out to the OLED display
- Buttons activate different frequency output from the ESP32 function generator Validation Tests
- Speaker outputs an amplified sound
- Effect Potentiometers/buttons impact the sound/quality of sound generated. OLED displays selected signal frequency based on selected input button Selecting an input button generates a sound from the speaker.

Example Test Case

Test Author: Team 8									
	Test Case Name:	PWM Signal Generation Test	Test ID #:	1					
	Description:	Checks the response of the esp32 to the input buttons as well as testing the output of the signal for integrity and proper tuning	Туре:	□ white box ☑ black box □					
Test	Tester Information								
	Name of Tester:	Date:	12/04/24						
	HW/SW Version:	Synth Buddy r1.6	Time:	12:00 pm					

В	Setup:	The circuit should be powered attached to a wall outlet, the output should be attached to a speaker and monitored by an oscilloscope, a guitar tuner app can be placed near the speaker to determine the note being played, buttons connected to the GPIO pins will float freely for now,							
S T E P	Action	Expected Result	P A S S	F A I L	N / A	Comments			
1	Connect synth buddy to power	Relevant LEDs, OLED, and microcontroller are all powered on	X			All components receiving power, and acting as intended, rate and waveform LED show as planned			
2	Connect synth buddy to speaker	No connection issues, dry signal able to be heard.	X			Amp works well, input through aux outputs with no issues			
3	Connect synth buddy to oscilloscope	Sine wave output from dry signal	X			Scope reads almost exactly the same as input sine wave from ipad			
4	Press each input button	Guitar tuner app will indicate correct frequency (note) being pressed	X			All notes exactly where intended, some minor tweaks needed to be made, presumably an issue with the original PWM library			
5									
6									
7									
8									

Overall test result:							A	Amp and ESP32 work flawlessly		
Example Matrix Test (for varying parameters)										
Test Author: Team 8										
	Test Case Name:	Tremolo	Integration Test		Test ID #:			2		
	Description:	change	that the tremolo effect cau on the generated PWM of the potentiometer.	• =	Туре:			✓ white box □ black box □		
Tester Information										
	Name of Tester:	Team 8			Date:			12/04/2024		
	HW/SW Version:	Synth B	uddy r1.6		Time:			12:00 pm		
	Setup:	potentio	With the generated PWM signal turned on, the tremolo effect will be tested with the rate potentiometer starting at 0% (off) as a bypass, slowly incrementing to 100%. The tremolo effect will be tested at each point of input testing.							
T E S T	INPUTS		EXPECTED OUTPUTS		P A S S	F A I L	N / A	Comments		

1	Rate Potentiometer turned/set to 0.	Output should be plain and steady sine wave, signal is unaffected	X	Some minor artifacts from the effect remain but the signal is mostly dry
2	Rate Potentiometer turned/set to	The tremolo effect will be subtly applied to	X	A very slow pulsing signal achieved, as intended
	20%.	the signal as it should oscillate at ±20% of its original amplitude.		
3	Rate Potentiometer turned/set to 40%	The tremolo effect will be more noticeable as the signal should oscillate at ±40% of its original amplitude.	X	Seemed to accelerate rather quickly at this point compared to the 20% but still working well
4	Rate Potentiometer turned/set to 60%	The tremolo effect will cause noticeable volume changes as the signal should oscillate at ±60% of its original amplitude.	X	Picked up some more speed, led still in sync, sound is clear

5	Rate Potentiometer turned/set to 80%	The tremolo effect causes the sound to wildly vary with moments of high highs and near silence as the signal should oscillate at ±80% of its original amplitude	X	Quick stutter, almost unnoticeable at this speed but affects the sound in an interesting way
6	Rate Potentiometer turned/set to 100%	Tremolo rate should be at its fastest setting, the signal should oscillate at ±100% of its original amplitude	?	This one is a bit unclear as it oscillates so quickly that it almost sounds like distortion but seems to be working as intended
	Overall test result:		х	Very few issues after assembly, most aspects worked on initial effort, some minor tweaks were needed on a few values.