

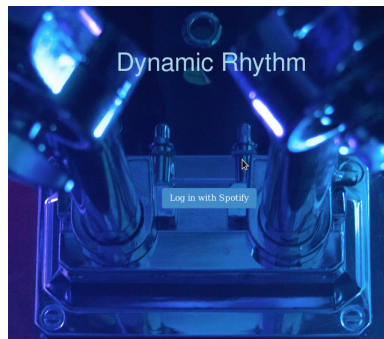
Dynamic Rhythm - Milestone 5: Testing

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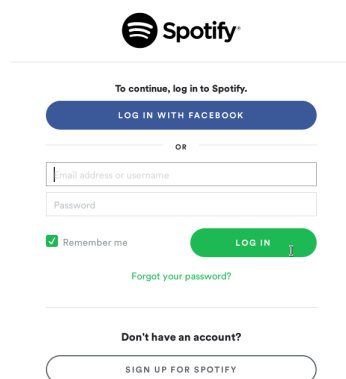
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1 User Acceptance Tests

1.1 'Log in with Spotify' Test



The first test is inclusive to logging in to Spotify via the application's JavaScript login call to Spotify. This is done manually by clicking the login button on the website.

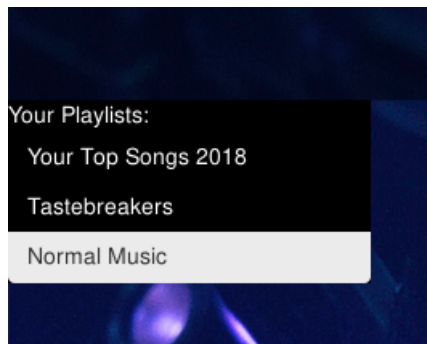


Once the button has been clicked the user has to login with Spotify and fill out their account information as shown to the left. They then fill out their account information and click login. They can either login with Facebook and use Spotify and Facebook's authentication, or just login with Spotify and only using Spotify's authentication. Then the user should be sent to the main page of the website.

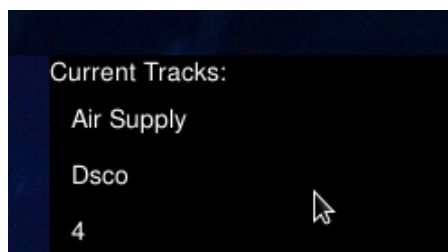
Once the user logs we can actually check for the information that we fetch from their account. For an example, here is Sri's account information below. We each have to verify this for ourselves. For individuals who login through Facebook, their display name is a number.

```
(
  "country": "US",
  "display_name": "kawmaster",
  "email": "srisharanvarra@gmail.com",
  "external_urls": {
    "spotify": "https://open.spotify.com/user/kawmaster"
  },
  "followers": {
    "href": null,
    "total": 2
  },
  "href": "https://api.spotify.com/v1/users/kawmaster",
  "id": "kawmaster",
  "images": [
    {
      "height": null,
      "url": "https://profile-images.scdn.co/images/userprofile/default/74198f751fblee6bf67a78f6f5f55cfb41b066fb",
      "width": null
    }
  ],
  "product": "premium",
  "type": "user",
  "uri": "spotify:user:kawmaster"
)
```

1.2 Playlist Control



The next step is for users to be able to control their playlists by double clicking on them. All playlists should be double clickable which allows them to be played via the Spotify playback SDK. For every playlist that is double clicked it should start playing the first track in the song list.



For example for Sri's 'Normal Music' playlist the first track should be Air Supply. The verification for this is pretty straightforward, as users more or less should know songs in their own playlists that they create.

1.3 Track Control



Within a playlist that users select they should be able to double click on track names on the right and get certain songs with their playlist to play. Once again the verification of this is having users play on songs that they know and listen if those are the correct ones that come up. For example when Run Into Flowers is double clicked, the box is shaded white, and the text turns black. Not every song is loaded by the API, as the maximum amount of tracks that a user can get is a bit above 200. In addition to this the next and previous track buttons should do as expected, and in addition the user can press the left and right arrow keys to accomplish the same task. This can be trivially checked by the tester along with the pause and play buttons. For the pause and play button, the user can also opt to use the 'space' key on their keyboard that accomplishes both pause and play by alternating states.



1.4 Progress Bar and Track Seeking



Track Seeking is another feature that all modern music players out there have. The both act as a progress bar and allow the user to click on certain areas of the song, if they wish to go back or forward to a specific moment in time of the song. This test can be conducted by measuring the latency between initiating the seek protocol and for the bar to actually seek. Verification of the progress bar can be done attempting a seek somewhere there and verifying that the location in the track sounds correct. In addition to have a better form of testing, it is possible to measure