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Functional requirements

<u>Aa</u> Tested feature	■ Input	■ Actual outcome	Expected outcome	E Comments	ast tested	Works?	Fixed?
adding interactable to preexisting room	(add Room room1) then (add Lights light1 room1)	This object is a Lights The light's colour is: white. The light is on.	This object is a Lights The light's colour is: white. The light is on.		@May 17, 2022	✓	
adding interactable to room not preexisting	add Lights light1 room1	No rooms of name: room1	No rooms of name: room1		@May 17, 2022	<u>~</u>	
adding room	add Room room1	Room has been successfully created and added to Home.	Room has been successfully created and added to Home.		@May 17, 2022	~	
changing state of an interactable object	set light2 room2 onoff off	This object is a Lights The lights colour is: white. The light is off.	This object is a Lights The lights colour is: white. The light is off.		@May 17, 2022	~	
<u>exit</u>	exit	exits application	exits application		@May 17, 2022	~	
help menu	help	more information on the command line is provided	more information on the command line is provided		@May 17, 2022	~	
listing features inside a room	list room1	Interactable's inside room1 light1	Interactable's inside room1 light1		@May 17, 2022	~	
listing rooms present	list Rooms	Rooms: room1 All rooms have been successfully printed.	Rooms: room1 All rooms have been successfully printed.		@May 17, 2022	~	
listing the features of an interactable object within a room	list light1 room1	This object is a Lights The lights colour is: white. The light is on.	This object is a Lights The lights colour is: white. The light is on.		@May 17, 2022	<u>~</u>	

<u>Aa</u> Tested feature	≡ Input	Actual outcome	■ Expected outcome	E Comments	ast tested	Works?	Fixed?
removing a room	remove room1	Room has been successfully removed from Home.	Room has been successfully removed from Home.		@May 17, 2022	~	
removing an interactable object from a room	remove light1 room1	Interactable has been successfully removed from Room. Incorrect argument count for "remove"	Interactable has been successfully removed from Room. Incorrect argument count for "remove"		@May 17, 2022	✓	

AC_Unit

Aa Feature type	≡ Input	■ Actual outcome	Expected outcome	Comments	ast tested	Works?	Fixed?
On off state	set AC1 room1 onoff off	The AC is now off!	The AC is now off!		@May 21, 2022	~	
On off state	set AC1 room1 onoff on	The AC is now on!	The AC is now on!		@May 21, 2022	✓	
<u>Speed</u>	set AC1 room1 speed -4	The speed is invalid. The speed has been set to 1.	The speed is invalid. The speed has been set to 1.		@May 21, 2022	✓	
Speed	set AC1 room1 speed 0	The speed is invalid. The speed has been set to 1.	The speed is invalid. The speed has been set to 1.		@May 21, 2022	~	
Speed	set AC1 room1 speed 156	The speed is invalid. The speed has been set to 1.	The speed is invalid. The speed has been set to 1.		@May 21, 2022	✓	
Speed	set AC1 room1 speed 15	The speed is invalid. The speed has been set to 1.	The speed is invalid. The speed has been set to 1.		@May 21, 2022	~	
Speed	set AC1 room1 speed 1.5	Speed Input "1.5" is not of required type - integer	Speed Input "1.5" is not of required type - integer		@May 21, 2022	✓	

<u>Aa</u> Feature type	≡ Input		Expected outcome	E Comments	🖹 last tested	₩ Works?	Fixed?
Speed	set AC1 room1 speed three	Speed Input "three" is not of required type - integer	Speed Input "three" is not of required type - integer		@May 21, 2022	~	
Speed	set AC1 room1 speed 1	The speed has been set to 1.	The speed has been set to 1.		@May 21, 2022	~	
<u>Temp</u>	set AC1 room1 temp	Incorrect command length Follow "set" command syntax: set [interactable_name] [room_name] [property] [status]	Incorrect command length Follow "set" command syntax: set [interactable_name] [room_name] [property] [status]		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp 3.5	The temperature is: 3.5	The temperature is: 3.5		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp three	Temperature Input "three" is not of required type - floating point number	Temperature Input "three" is not of required type - floating point number		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp -1.0	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp 3.0	The temperature is: 3	The temperature is: 3		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp -1	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp 88	The temperature is: 88	The temperature is: 88		@May 21, 2022	✓	

Aa Feature type	≡ Input		Expected outcome	E Comments	🖹 last tested	₩orks?	Fixed?
<u>Temp</u>	set AC1 room1 temp 99	The temperature is:	The temperature is: 99		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp 100	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp	The temperature is: 1	The temperature is: 1		@May 21, 2022	✓	
<u>Temp</u>	set AC1 room1 temp 0	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.	The temperature is invalid. Temperature has been set to 26.0 degrees Celcius.		@May 21, 2022	✓	

Door

Aa Feature type	≡ Input	■ Actual outcome	Expected outcome	E Comments	ast tested	Works?	Fixed?
adding door	add Door door1 room1	This object is a Door The door is unlocked!	This object is a Door The door is unlocked!		@May 21, 2022	~	
changing lock state of door	set door1 room1 lock three	Interactable Property lock does not exist		lock exist but is not an integer	@May 21, 2022		
changing lock state of door	set door1 room1 lock unlock	The door is unlocked!	The door is unlocked!		@May 21, 2022	✓	
changing lock state of door	set door1 room1 lock lock	The door is locked!	The door is locked!		@May 21, 2022	✓	
changing lock state of door	set door1 room1 lock 1	Interactable Property lock does not exist		lock exist but is not an integer	@May 21, 2022		

<u>Aa</u> Feature type	≡ Input	■ Actual outcome	■ Expected outcome	E Comments	ast tested	Works?	Fixed?
changing lock state of door	set door1 room1 lock 0	Interactable Property lock does not exist		lock exist but is not an integer	@May 21, 2022		
changing lock state of door	set door1 room1 lock	Incorrect command length Follow "set" command syntax: set [interactable_name] [room_name] [property] [status]	Incorrect command length Follow "set" command syntax: set [interactable_name] [room_name] [property] [status]		@May 21, 2022	~	
changing temperature of door (doesn't exist for door)	set door1 room1 temp 35	Interactable Property temp does not exist	Interactable Property temp does not exist		@May 21, 2022	✓	

Lights

Aa Feature type	≡ Input			E Comments	ast tested	₩orks?	Fixed?
adding light1 to room1	add Lights light1 room1	This object is a Lights The light's colour is: white. The light is on.	This object is a Lights The light's colour is: white. The light is on.		@May 21, 2022	✓	
colour	set light1 room1 colour red	Altering the Light The lights colour is: red.	Altering the Light The lights colour is: red.		@May 21, 2022	~	
Colour	set light1 room1 colour 3	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.		@May 21, 2022	▽	
Colour	set light1 room1 colour 1red	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.		@May 21, 2022	▽	
Colour	set light1 room1 colour 0.0	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.	This input is not accepted. Choose from Red, Orange, Yellow, Green, Blue, Indigo or Violet. The lights colour is: white.		@May 21, 2022	<u>~</u>	

<u>Aa</u> Feature type	≡ Input		Expected outcome	E Comments		₩orks?	Fixed?
on off status	set light1 room1 onoff on	The light is on	The light is on		@May 21, 2022	✓	
on off status	set light1 room1 onoff 0	Invalid on/off parameter Please choose from either [on] or [off] Altering the Light Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Altering the Light Interactable Property onoff does not exist		@May 21, 2022	~	
on off status	set light1 room1 onoff 0	Invalid on/off parameter Please choose from either [on] or [off] Altering the Light Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Altering the Light Interactable Property onoff does not exist		@May 21, 2022	✓	
on off status	set light1 room1 onoff off	The light is off	The light is off		@May 21, 2022	✓	

Smart_TV

Aa Feature type	≡ Input	Actual outcome	Expected outcome	E Comments	≡ last tested	₩ Works?	Fixed?
adding smart speaker	add Smart_Television STV1 room1	This object is a Smart_Television The smart television is off! The current television channel is: No_signal The television is playing at volume 3 The brightness of the television is: 0	This object is a Smart_Television The smart television is off! The current television channel is: No_signal The television is playing at volume 3 The brightness of the television is: 0		@May 23, 2022	✓	
Brightness	set STV1 room1 brightness 3.6	Brightness Input "3.6" is not of required type - integer	Brightness Input "3.6" is not of required type - integer		@May 23, 2022	~	
Brightness	set STV1 room1 brightness three	Brightness Input "three" is not of required type - integer	Brightness Input "three" is not of required type - integer		@May 23, 2022	<u>~</u>	

Aa Feature type	≡ Input	E Actual outcome	Expected outcome	E Comments	ast tested	Works?	Fixed?
Brightness	set STV1 room1 brightness -1	Brightness level outside of 0 to 5 range. The brightness of the television is: 5	Brightness level outside of 0 to 5 range. The brightness of the television is: 5		@May 23, 2022	~	
Brightness	set STV1 room1 brightness 3	The brightness of the television is: 3	The brightness of the television is: 3		@May 23, 2022	<u> </u>	
Brightness	set STV1 room1 brightness 5	The brightness of the television is: 5	The brightness of the television is: 5		@May 23, 2022	✓	
Brightness	set STV1 room1 brightness 6	Brightness level outside of 0 to 5 range. The brightness of the television is: 5	Brightness level outside of 0 to 5 range. The brightness of the television is: 5		@May 23, 2022	✓	
Brightness	set STV1 room1 brightness 0	The brightness of the television is: 0	The brightness of the television is: 0		@May 23, 2022	✓	
on off status	set STV1 room1 onoff on	The media device is on!	The media device is on!		@May 23, 2022	~	
on off status	set STV1 room1 onoff off	The media device is off!	The media device is off!		@May 23, 2022	~	
on off status	set STV1 room1 onoff 1	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist		@May 23, 2022	~	
on off status	set STV1 room1 onoff 0	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist		@May 23, 2022	~	
on off status	set STV1 room1 onoff 3	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist		@May 23, 2022	~	

Aa Feature type	≡ Input		Expected outcome	E Comments		Works?	Fixed?
<u>Volume</u>	set STV1 room1 volume on	Volume Input "on" is not of required type - integer	Volume Input "on" is not of required type - integer		@May 23, 2022	✓	
<u>Volume</u>	set STV1 room1 volume three	Volume Input "three" is not of required type - integer	Volume Input "three" is not of required type - integer		@May 23, 2022	✓	
Volume	set STV1 room1 volume 101	The volume input is out of range (0-100)! The television is playing at volume 0	The volume input is out of range (0-100)! The television is playing at volume 0		@May 23, 2022	~	
<u>Volume</u>	set STV1 room1 volume 100	The television is playing at volume 100	The television is playing at volume 100		@May 23, 2022	~	
Volume	set STV1 room1 volume -3	The volume input is out of range (0-100)! The television is playing at volume 0	The volume input is out of range (0-100)! The television is playing at volume 0		@May 23, 2022	<u>~</u>	
<u>Volume</u>	set STV1 room1 volume 1	The television is playing at volume 1	The television is playing at volume 1		@May 23, 2022	~	
Volume	set STV1 room1 volume 0	The television is playing at volume 0	The television is playing at volume 0		@May 23, 2022	~	
<u>Volume</u>	set STV1 room1 volume 99	The television is playing at volume 99	The television is playing at volume 99		@May 23, 2022	~	

Smart_Speaker

Aa Feature type	≡ Input	■ Actual outcome	Expected outcome	E Comments	ast tested	₩ Works?	Fixed?
adding smart tv	add Smart_Speaker SS1 room1	This object is a Smart_Television The smart television is off! The current television channel is: No signal The television is playing at volume 3 The brightness of the television is: 0	This object is a Smart_Television The smart television is off! The current television channel is: No signal The television is playing at volume 3 The brightness of the television is: 0		@May 23, 2022	✓	

<u>Aa</u> Feature type	■ Input	Actual outcome	■ Expected outcome	Comments	last tested	Works?	Fixed?
channel	set SS1 room1 channel 0.4	The speaker is playing: 0.4	The speaker is playing: 0.4		@May 23, 2022	~	
<u>channel</u>	set SS1 room1 channel three	The speaker is playing: three	The speaker is playing: three		@May 23, 2022	~	
<u>channel</u>	set SS1 room1 channel -3	The speaker is playing: -3	The speaker is playing: -3		@May 23, 2022	~	
channel	set SS1 room1 channel 3	The speaker is playing: 3	The speaker is playing: 3		@May 23, 2022	~	
on off status	set SS1 room1 onoff 3	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	no rejection in change	@May 23, 2022		~
on off status	set SS1 room1 onoff 0	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	speaker not turning off	@May 23, 2022		✓
on off status	set SS1 room1 onoff off	The media device is off!	The media device is off!	should say there is a change in state	@May 23, 2022		✓
on off status	set SS1 room1 onoff on	The media device is on!	The media device is on!	should say there is a change in state, the speaker is not turning on	@May 23, 2022		✓
on off status	set SS1 room1 onoff 1	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	Invalid on/off parameter Please choose from either [on] or [off] Interactable Property onoff does not exist	speaker not turning on	@May 23, 2022		✓
<u>volume</u>	set SS1 room1 volume -3	The volume is not in an acceptable range (0 to 100)! The speaker volume: 0	The volume is not in an acceptable range (0 to 100)! The speaker volume: 0	no rejection in change	@May 23, 2022		<u>~</u>
volume	set SS1 room1 volume 100	The speaker volume: 100	The speaker volume: 100	no rejection in change	@May 23, 2022		✓

Aa Feature type	≡ Input	Actual outcome	Expected outcome	E Comments	□ last tested	Works?	Fixed?
volume	set SS1 room1 volume 101	The volume is not in an acceptable range (0 to 100)! The speaker volume: 0	The volume is not in an acceptable range (0 to 100)! The speaker volume: 0	no rejection in change	@May 23, 2022		✓
volume	set SS1 room1 volume 99	The speaker volume: 99	The speaker volume: 99	no rejection in change	@May 23, 2022		✓
<u>volume</u>	set SS1 room1 volume 0	The speaker volume: 0	The speaker volume: 0	no rejection in change	@May 23, 2022		✓
volume	set SS1 room1 volume three	Volume Input "three" is not of required type - integer	Volume Input "three" is not of required type - integer	no rejection in change	@May 23, 2022		✓
volume	set SS1 room1 volume 1	The speaker volume: 1	The speaker volume: 1				~
volume	set SS1 room1 volume on	Volume Input "on" is not of required type - integer	Volume Input "on" is not of required type - integer	no rejection in change	@May 23, 2022		✓
Untitled							