

Integration & Validation Test Matrix

Test	Expected Result	Integration Tests			Validation Tests		
		TEST 1	TEST 2	TEST 3	TEST 1	TEST 2	TEST 3
Application Launch w/o Camera	Static Image	ISSUE: Segmentation Fault	No Issues	No Issues	FAIL	PASS	PASS
Application Launch w/ Camera	Image from Camera	ISSUE: Window Size not correct	ISSUE: Window Size not correct	ISSUE: Window Size not correct	NOTICE	NOTICE	NOTICE
Object Detection	Red Box near/around hand	No Issues	No Issues	No Issues	PASS	PASS	PASS
Move Hand Up	Y-coordinate should decrement (Check Status Bar) Y-percentage should be # / 100 [e.g. 55 (0.55)]	No Issues	No Issues	No Issues	PASS	PASS	PASS
Move Hand Down	Y-coordinate should increment (Check Status Bar) Y-percentage should be # / 100 [e.g. 55(0.55)]	No Issues	No Issues	No Issues	PASS	PASS	PASS
Move Hand Right	X-coordinate should decrement (Check Status Bar) X-percentage should be # / 100 [e.g. 55 (0.55)]	No Issues	No Issues	No Issues	PASS	PASS	PASS
Move Hand Left	X-coordinate should increment (Check Status Bar) X-coordinate should be # / 100 [e.g. 55 (0.55)]	No Issues	No Issues	No Issues	PASS	PASS	PASS
Change Calibration.	Maximum X- & Y- Number 1000 Minimum X- & Y- Number 5	No Issues	No Issues	No Issues	PASS	PASS	PASS
Hit "Calibrate"	X- and Y- percentages should now reflect calibration	No Issues	No Issues	No Issues	PASS	PASS	PASS
Relaunch Calibration.	Previous Calibration should remain	ISSUE: Calibration does not remain	No Issues	No Issues	FAIL	PASS	PASS
Change a Number	---	No Issues	No Issues	No Issues	PASS	PASS	PASS
Hit "Cancel"	Nothing should change!!!	No Issues	No Issues	No Issues	PASS	PASS	PASS
Launch Pong!	Should launch the Pong Game.	ISSUE: Window Size not correct	ISSUE: Window Size not correct	ISSUE: Window Size not correct	NOTICE	NOTICE	NOTICE
Press Space	Ball should begin moving.	No Issue	No Issues	No Issues	PASS	PASS	PASS
Play Game. Count # balls hitting left side.	---	No Issue	No Issues	No Issues	PASS	PASS	PASS
Let ball pass paddle (hit right side)	Score should be the same as your count!	No Issue	No Issues	No Issues	PASS	PASS	PASS
Repeat without closing	Score should be the same as your count!	ISSUE: Score is not reset	ISSUE: Score does not reset	No Issues	FAIL	FAIL	PASS
Close Pong	Should close Pong properly	No Issue	No Issues	No Issues	PASS	PASS	PASS
Relaunch Pong!	Should launch the Pong Game.	No Issue	No Issues	No Issues	PASS	PASS	PASS
Play Game. Count # balls hitting left side.	---	No Issue, score resets after closed	No Issues, score resets when closed	No Issues	PASS	PASS	PASS
Let ball pass paddle (hit right side)	Score should be the same as your count!	No Issue	No Issues	No Issues	PASS	PASS	PASS
Launch Archanoid	Should launch the Archanoid Game	ISSUE: Window Size not correct	ISSUE: Window Size not correct	ISSUE: Window Size not correct	NOTICE	NOTICE	NOTICE
Press Space	Ball should begin moving.	No Issues	No Issues	No Issues	PASS	PASS	PASS
Play Game.	---	No Issues	No Issues	No Issues	PASS	PASS	PASS
Let ball pass paddle (hit the bottom)	"Game Over" should appear	No Issues	No Issues	No Issues	PASS	PASS	PASS
Repeat without closing	---	No Issues	No Issues	No Issues	PASS	PASS	PASS
Close Archanoid	Should close Archanoid properly	No Issues	No Issues	No Issues	PASS	PASS	PASS
Relaunch Archanoid	Should launch the Archanoid Game	No Issues	No Issues	No Issues	PASS	PASS	PASS
Play Game until all bricks gone.	"Victory" should appear	No Issues	No Issues	No Issues	PASS	PASS	PASS
Launch Snake	STUB	No Issue	No Issues	No Issues	PASS	PASS	PASS
Launch Help Content	STUB	No Issue	No Issues	No Issues	PASS	PASS	PASS
Launch About	About Window should pop up.	No Issue	No Issues	No Issues	PASS	PASS	PASS
Quit Application	Should close ALL windows. All processes dead, all Zombies dead	No Issue	No Issues	No Issues	PASS	PASS	PASS
Relaunch Application w/ camera	Application should start up	No Issue	No Issues	No Issues	PASS	PASS	PASS
Check Hotkeys	---	---	---	No Issues	PASS	PASS	PASS
CTRL+1	Launch Pong	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+2	Launch Archanoid	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+3	Launch Snake	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+4	Launch figgity widget	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+H	Launch Help Content	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+C	Launch Calibration	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+A	Launch About	No Issue	No Issues	No Issues	PASS	PASS	PASS
CTRL+Q	Quit Application	No Issue	No Issues	No Issues	PASS	PASS	PASS

PASS	Successfully passed Validation Testing
NOTICE	Recognized issue but does not prevent program from Use. Bug has been listed to be fixed
FAIL	Recognized Issue that prevents the program from Moving forward.