

# WizarHand Test Plan

## 1. General

Accomplishment	Comment
All components work, system boots successfully <input type="checkbox"/> Yes <input type="checkbox"/> No	
Connection between all components established <input type="checkbox"/> Yes <input type="checkbox"/> No	
Wired communication between WizardHand and PC <input type="checkbox"/> Yes <input type="checkbox"/> No	
Bluetooth communication between WizardHand and PC <input type="checkbox"/> Yes <input type="checkbox"/> No	
Cursor moves with hand <input type="checkbox"/> Yes <input type="checkbox"/> No	

## 2. Mouse Functions and Hot-Keys

Accomplishment	Comment
Making a fist is the same as left click <input type="checkbox"/> Yes <input type="checkbox"/> No	
Using both four fingers (except thumb) to touch the palm is the same as a right click <input type="checkbox"/> Yes <input type="checkbox"/> No	
Making a fist twice function as a double click <input type="checkbox"/> Yes <input type="checkbox"/> No	

Using middle and ring fingers to touch palm as copy function	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
Using thumb and index fingers to touch palm as cut function	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
Using thumb to touch palm is functioning as paste	
<input type="checkbox"/> Yes <input type="checkbox"/> No	

### 3. UI Functionality

Accomplishment	Comment
UI launches successfully	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
UI is able to connect and disconnect the WizardHand system	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
Cursor Calibration (Thus, natural hand movement can cover the whole screen)	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
Adjustable sensitivity	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
UI successfully read and process data	
<input type="checkbox"/> Yes <input type="checkbox"/> No	
Error and exception handled	
<input type="checkbox"/> Yes <input type="checkbox"/> No	