



## Test Plan The Dot Light Canvas

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## **Test Plan**

The Test plan below pertains to the prototype of the Dot Light Canvas system. Each test case must be passed for the prototype to be considered fully functional

Test #	Туре	Test Case	Expected Outcome	Pass Fail
1	Smart Stylus	The power button is switched to the 'on' state	The Smart Stylus is powered on, indicated by the color indicator LED turning on. The stylus continually searches for a Bluetooth connection to the canvas until one is established	
2	Smart Stylus	The erase button is depressed	The stylus microcontroller correctly reports the pen is in 'erase' mode, indicated by a flashing white in the color indicator LED	
3	Smart Stylus	The erase button is not depressed	The microcontroller correctly indicates the smart stylus is not in 'erase' mode, indicated by a solid (non-flashing) color in the color indicator LED, which indicates which color is currently selected (default White)	
4	Smart Stylus	The tactile color selector button is pressed	The microcontroller correctly indicates the smart stylus is requesting a color selection event, indicated by the color indicator LED cycling through possible colors. The stylus should remain in this mode until the canvas notifies it a color has been selected.	
5	Smart Stylus	The tip of the stylus is pressed to a surface	The stylus microcontroller correctly captures and reports the pressure data from the pressure sensitive tip	



Test #	Туре	Test Case	Expected Outcome	Pass Fail
6	Smart Stylus	The smart stylus' diameter and height are measured	The smart stylus measures no more than 36mm in diameter and 190mm in height	
7	Smart Stylus	The operational voltage of the smart stylus is measured	The smart stylus operates at 3.7V	
8	Canvas	The canvas is plugged into a wall plug	The canvas receives power the LEDs display a splash image or animation for a small length of time to indicate power is on. The canvas then continually searches for a Bluetooth connection to the stylus until one is established.	
9	Canvas	The canvas touchscreen is touched by something other than the smart stylus tip	No action takes place	
10	Canvas	The canvas touchscreen is touched by the smart stylus' pressure sensitive tip while in paint mode at a location where the LED is currently off	The color indicated on the smart stylus is written to the LED on the canvas at the location of the press, the canvas LED turns on but is dim	
11	Canvas	The canvas touchscreen is touched by the smart stylus' pressure sensitive tip while in paint mode at a location where the LED is currently on, and the color displayed by the stylus is the same as the color of the canvas' LED	The color indicated on the smart stylus is written to the LED on the canvas at the location of the press. The canvas LED becomes brighter, unless it is already at maximum brightness	
12	Canvas	The canvas touchscreen is touched by the smart stylus' pressure sensitive tip while in paint mode at a location where the LED is currently on, and the color displayed by the stylus is different than the color of the canvas' LED	The color indicated on the smart stylus is written to the LED on the canvas at the location of the press. The canvas LED trends towards the color indicated by the stylus.	



Test	Туре	Test Case	Expected Outcome	Pass
#				Fail
12	Canvas	The canvas touchscreen is	The canvas LED gets dimmer	
		touched by the smart stylus'	by approximately 30%, unless	
		pressure sensitive tip while	it is at less than 20%	
		in erase mode at a location	maximum brightness, in which	
		where the LED is currently	case it turns off completely.	
		on		
13	Canvas	The canvas touchscreen is	Only the first touch changes	
		touched by the smart stylus'	the canvas LED in any way	
		pressure sensitive tip in the		
		same location twice in a row		
14	Canvas	The smart stylus' color	The canvas replaces the	
		selection tactile button is	current painting with a color	
		pressed while the canvas is	selection matrix	
		not in color selection mode		
15	Canvas	The smart stylus' color	The canvas dismisses the	
		selection tactile button is	color wheel, the smart stylus	
		pressed while the canvas is	maintains the previous color	
		in color selection mode	selection	
16	Canvas	The smart stylus is touched	The canvas dismisses the	
		to the touchscreen at the	color selection matrix, the	
		location of a color in the	smart stylus switches colors to	
		color selection matrix	the color that was touched	
17	Canvas	The Clear button on the	The canvas clears whatever is	
		Canvas is pressed at any	currently on the screen, the	
		time after startup	mode defaults back to paint or	
			erase depending on the stylus,	
			and the default color becomes	
			white	
18	Canvas	The save button is pressed	The painting on the canvas is	
		on the canvas when not in	saved to the raspberry pi at	
		color select mode	the current save index, the	
			displays a quick image	
			indicating the save was	
			successful	



Test #	Туре	Test Case	Expected Outcome	Pass Fail
19	Canvas	The left button is pressed on the canvas at any time after startup	The canvas clears whatever is currently on the screen and replaces it with the painting saved to the left of the current save index, the mode defaults back to paint or erase depending on the stylus, and the default color becomes white	
20	Canvas	The right button is pressed on the canvas at any time after startup	The canvas clears whatever is currently on the screen and replaces it with the painting saved to the right of the current working index, the mode defaults back to paint or erase depending on the stylus, and the default color becomes white	
21	Canvas	The left or right button is pressed ten times consecutively any time after startup	The canvas cycles through all available save slots and returns to the original painting	
22	Canvas	The operational voltage of the canvas LEDs is measured	The LEDs operate at 5V	
23	Canvas	The Canvas' width, height, and depth are measured	The canvas measures no more than 790mm tall, 470 mm wide and 90mm deep	