User Acceptance Testing

This test plan will reference requirements stated in another document. These requirements will be provided to the client before acceptance testing begins. Requirements not tested will be stated alongside the acknowledgement from the client that these requirements should not be tested.

Requirement tested:	**Actions:**	**The requirement has been met:**		**Comments:**
		Agree	**Disagree**	
SR6, SR7, SR9 and ER6	1. Verify that the score can be seen as part of the GUI	✓		
SR18, ER3 and ER5	1. Wait for a flight to enter the airspace via an entry point 2. Maneuver the plane to the airport 3. Click on the "Land" button 4. Verify that the plane lands successfully	✓		
SR19, ER2, ER3 and ER5	1. Wait for a plane to be ready for take off from the airport 2. Click on the "Take off" button 3. Verify that the plane takes off successfully.	✓		
ER1 and ER3	1. Wait for a flight to be near the airport at altitude 2000 and speed 75 mph with no obstructions to landing 2. Click on "Land" button 3. Verify that the plane	✓		But a bit confusing because "Cannot Land" has just changed to "land"

The wording on this button has since been changed so as to be more clear. It will now display "Cannot land" in all cases where landing is impossible.

	does not land			
ER1 and ER3	1. Wait for a flight to be near the airport at altitude 1000 and speed 500 mph with no obstructions to landing 2. Click on "Land" button 3. Verify that the plane does not land	✓		
ER1 and ER3	1. Wait for a flight to be near the airport at altitude 2000 and speed 500 mph with no obstructions to landing 2. Click on "Land" button 3. Verify that the plane does not land			This test is a combination of the two above tests, so will pass.
ER1 and ER3	1. Wait for a flight to be near the airport at altitude 1000 and speed 75 mph with no obstructions to landing 2. Click on "Land" button 3. Verify that the plane lands successfully	✓		
ER3	1. Verify that there is at least one airport in the airspace which can be seen	✓		
ER4	1. Wait for a plane to be ready for take off from the airport 2. Wait for a plane to be near the airport 3. Instruct the first plane to take off 4. Instruct the second	✓		

This test makes sense (and passes) when instructions 3 and 4 are swapped round!

	plane to land 5. Verify that the second plane does not land	✓		
ER4	1. Wait for a plane to be ready for take off from the airport 2. Wait for a plane to be near the airport 3. Instruct the second plane to land 4. Instruct the first plane to take off 5. Verify that the first plane does not take off		X	I can Verify that the 2nd plane will not be allowed to land.
ER5	1. Maneuver the plane to an exit point 2. Verify that the flight successfully leaves the airspace	✓		
ER6	1. If necessary, wait for a flight to enter the airspace 2. Select the flight 3. Maneuver the flight so that it passes through one of the waypoints on its flight plan 4. Verify that the score is incremented by 100 points 5. Maneuver a flight so that it lands or exists without passing through all of its waypoints 6. Verify that the score is decremented by 200 points	✓		
ER9	1. Verify that at least 10 flights are displayed within the airspace			Hard to Verify but looks like possible

Requirement not tested:	Reason for not testing:	The reason for not testing is valid:		Comments:
		Agree	Disagree	
SR1 - SR5, SR8	Already tested and implemented by the previous team	✓		
SR10, SR11, ER7 and ER8	These are not tested since the "high scores" feature was not required in Assessment 3 and thus non-essential, and due to time constraints, the team decided against implementing it			OK
SR12 - SR17, SR20 - SR23	Already tested and implemented by the previous team			OK
SR24, SR25	These are not tested since the "bad weather simulation" and "equipment failure" features were not			OK

	required in Assessment 3 and thus non-essential, and due to time constraints, the team decided against implementing them			OIC
SR26 - SR29	Already tested and implemented by the previous team			OIC
SR30	This is not tested since the "fuel gauge" feature was not required in Assessment 3 and thus non-essential, and due to time constraints, the team decided against implementing it			OIC .

It should not be possible to "crash" 2 planes by them vandally appearing at the airport

This bug has since been fixed — planes will no longer spawn at the airport if it is already occupied.

By signing below, you are verifying that the tests above took place and the results are valid.

Client's Signature: _____

Tim Kelly

Team member in charge of acceptance testing signature: _____