**NLiVE**

# NLiVE
# Test Plan
# v 1.0

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# History

Document History

| Version | Date of Issue | Author | Change & Reason of Change |
|---------|---------------|--------|---------------------------|
| V 0.1 | 2-14-2005 | Kevin Galloway, Nicholas Goede, James Hess, Brian Lawrence, William Mongan | Template Creation  - Initial Version |
| V 1.0 | 2-15-2005 | James Hess, William Mongan | Merged Test Plan Spreadsheet |

# Table of Contents

# 1.  Introduction

This test plan describes the approach to be taken in testing the NLiVE application.

## 1.1.  Purpose of the Document

This document identifies testing pertaining to Unit, System, Integration, Requirements, and GUI Interface testing.

# 2.Test Design

## 2.1.  Summary of Test Types

| Test Type | Definition |
|---|---|
| **Unit Test** | Test verifies the program (or module) logic and is based on the knowledge of the program structure. |
| **Integration Test** | Test verifies the entire system's functionality (including feeds to and from the system) according to the business and design specifications. |
| **Requirements Test** | Verifies the specific requirements as defined in the Requirement Specification. Also known as Business Rules. |
| **System Test** | Testing the application architecture in a production-simulated environment for normal and worst-case situations. |
| **Graphical User Interface (GUI) Test** | Verify GUI features and elements. |

## 2.2.  Test Items and Software Risk Issues

This test plan applies to Unit, Integration, Requirement, System and GUI tests.

It is possible that even if the software is working correctly, we could get negative results during the testing procedures. This could be a result of poor testing and or improperly used too

# 3.Features to be tested

| Test Number | Requirement Key | Test | Expected Behavior | Actual Behavior | Test Passed? |
|---|---|---|---|---|---|
| 1 | nlive_capture | User starts the NLiVE application and opens or creates a project as defined in 3.5.1. User connects the Digital Video Recorder to the computer using a firewire (IEEE1394) connection. | NLiVE initiates transfer and the file is transferred in the standard DV format and stored in a supported format chosen by the user.  NLiVE automatically imports the created file and displays it in the video source browser. | | |
| 2 | nlive_capture_command | User verifies access to the capture command. | | | |
| 3 | nlive_capture_command_dialog | User selects the capture command. | NLiVE presents the capture dialog and behaves as defined in 3.1.1. | | |
| 4 | nlive_capture_command_dialog_prompt | User selects the capture command. | NLiVE confirms that the user wishes to import from the DV source as | | |

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| | | | defined in 3.1.1. | | |
| 5 | nlive_import | User starts the NLiVE application and opens or creates a project as defined in 3.5.1. User selects the Import command. | NLiVE automatically places the file in the source browser. | | |
| 6 | nlive_import_command | User verifies access to the import command. | | | |
| 7 | nlive_import_command_dialog | User selects the import command. | NLiVE presents the import dialog as defined in 3.1.2. | | |
| 8 | nlive_name_media_source | User names the video source to "Test". | NLiVE updates the name of the video source to "Test". | | |
| 9 | nlive_still_image_as_video | User substitutes still image source in video tests. | NLiVE behaves as defined by the video test cases. | | |
| 10 | nlive_source_browser | User selects the import command. | NLiVE presents the source browser to select a video source. | | |
| 11 | nlive_compose_command | User verifies access to the compose command. | NLiVE behaves as defined in 3.1.4 | | |
| 12 | nlive_compose_options | User selects the compose command. | NLiVE asks the user what location, format, and file name they wish to | | |

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| | | | use for the output video. | | |
| 13 | nlive_compose_progress | User selects the compose command. | NLiVE has a dialog box that shows the progress of a compose command being executed. | | |
| 14 | nlive_clip_start | User chooses a start point in the video source. | NLiVE marks the point the user has chosen on the 'progress bar' for the video source. | | |
| 15 | nlive_clip_end | User chooses an end point in the video source. | NLiVE marks the end point in the same manner as the start point and then highlights the interim part of the 'progress bar'. | | |
| 16 | nlive_cut_command | User hits the 'cut' command. | NLiVE changes the color of the highlight on the 'progress bar'. | | |
| 17 | nlive_clip_timeline_placement | User selects a location on the timeline for the start of the video. | NLiVE adds a marker to the timeline indicating the user has placed the clip there and how long the clip | | |

| | | | is. | | |
|---|---|---|---|---|---|
| 18 | nlive_clip_timeline_view | User selects a clip. | NLiVE shall graphically represent the position and length of the clip on the timeline as well as allow the user to see what video source it came from. | | |
| 19 | nlive_auto_audio_clip | User adds a video clip. | NLiVE shall place an audio clip on the timeline whenever a clip from a video source that has audio is added to a video track.  This clip shall be placed on that video track's default audio track. | | |
| 20 | nlive_default_audio | User does not specify an audio clip to a video clip. | NLiVE has one audio track assigned as the default audio track for each video track at all times. | | |
| 21 | nlive_name_video_clip | User names the video clip to "Test". | NLiVE updates the name of the video | | |

| | | | clip to "Test". | | |
|---|---|---|---|---|---|
| 22 | nlive_clip_movement | User clicks and drags the portion of the timeline that has something assigned to it to a new spot on the timeline. | NLiVE moves the clip on the timeline. | | |
| 23 | nlive_clip_preview | User selects a clip on the timeline and clicks view. | NLiVE plays the clip in the preview window. | | |
| 24 | nlive_add_transition | User has followed 3.2.1 at least twice and now has two clips on the timeline. User selects two adjacent clips on the same track in the timeline. User selects the transition command. | NLiVE presents the transition properties dialog box and applies the transition to the clips. | | |
| 25 | nlive_transition_preview | User has followed 3.2.1 at least twice and now has two clips on the timeline. User selects two adjacent clips on the same track in the timeline. User selects the transition command. | NLiVE presents the transition properties dialog box and shows the transition in the preview window. | | |

| 26 | nlive_transition_postion | User specifies the position of the transition on the timeline. | NLiVE adds the transition to the timeline. NLiVE marks the transition on the timeline using a special symbol. | | |
|----|--------------------------|---------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|---|---|
| 27 | nlive_transition_view | User specifies the position of the transition on the timeline. | NLiVE marks the transition on the timeline using a special symbol. | | |
| 28 | nlive_timeline_begining_transition | User has at least one clip as per Use Case 3.2.1. User selects the beginning of the timeline and selects the transition command. | NLiVE will respond as in 4.2.3. | | |
| 29 | nlive_timeline_ending_transition | User has at least one clip as per Use Case 3.2.1. User selects the end of the timeline and selects the transition command. | NLiVE will respond as in 4.2.3. | | |
| 30 | nlive_audio_clip_removal | User selects a audio clip on an audio track as per 3.1.2. From the source browser and selects | NLiVE omits the audio track from the selected clip. | | |

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|---|---|---|---|---|---|
| | | the remove audio command. | | | |
| 31 | nlive_audio_clip | User selects a location on the timeline for the start of the audio. | NLiVE adds a marker to the timeline indicating the user has placed the clip there and how long the clip is. | | |
| 32 | nlive_name_audio_clip | User names the audio clip to "Test". | NLiVE updates the name of the audio clip to "Test". | | |
| 33 | nlive_audio_clear_track | User selects the audio track they don't want from the timeline and selects clear. | NLiVE will clear the selected audio track. The contents of the audio track will then be cleared. | | |
| 34 | nlive_option_pane | User clicks on the text button. | While cursor is over the cutting/editing pane, the cursor will change to signify user intention to add/edit/remove text. The option pane will change to support text options. | | |

| 35 | nlive_texttrack_add | User enters text and clicks out of the text input box. | The text input box now contains the string the user entered and the box border is set to invisible leaving only the text displayed. Text object is displayed in timeline. | | |
|----|----|----|----|----|----|
| 36 | nlive_texttrack_add_button | User clicks on the text button. | NLiVE behaves as in 3.4.1 | | |
| 37 | nlive_option_pane_texttrack | User sets text duration by clicking, holding and dragging on text object edge in the time line. | Program sets duration. | | |
| 38 | nlive_texttrack_respond | User double clicks on the text in the editing pane or on the timeline. Or user clicks on the text button and single clicks on the existing text. | The option pane will change to support text options. The text input box is set to visible. The box contains the unhighlighted previously inputted string. | | |
| 39 | nlive_option_pane_texttrack_effects | The user the clicks on the text effect button which is just under the buttons for | The option pane will change to support text clip effect options. | | |

| | | text formatting. | | | |
|---|---|---|---|---|---|
| 40 | nlive_texttrack_delete | Assuming that the text has already been placed inside the movie. User single clicks on the text in the editing pane or on the timeline.  User presses delete. | The text will be removed from the movie across its entire duration. The text is no longer displayed. | | |
| 41 | nlive_edit_text_for_clip | User double clicks on the text in the editing pane or on the timeline. Or user clicks on the text button and single clicks on the existing text. | The option pane will change to support text options. The text input box is set to visible. The box contains the un-highlighted previously inputted string. | | |
| 42 | nlive_text_clip_select | User clicks and holds in the center of the text object in the timeline. | The text object in the timeline is highlighted. | | |
| 43 | nlive_selected_text_clip_move | User clicks and drags the portion of the timeline that has something assigned to it to a new spot on the timeline. | NLiVE moves the clip on the timeline. | | |
| 44 | nlive_selected_text_clip_change_track | The user then | NLiVE redisplays | | |

| | | | changes the string to "Test". | the text to "Test". | | |
|---|---|---|---|---|---|---|
| 45 | nlive_newproject | | User selects the new project command. | NLiVE creates a new empty project. | | |
| 46 | nlive_newproject_command | | User selects the new project command. | NLiVE behaves as in 3.5.1. | | |
| 47 | nlive_newproject_command_dialog | | User selects the new project command. | NLiVE displays a dialog box containing project settings including the resolution of the output video. | | |
| 48 | nlive_loadproject | | User selects the load project command. | NLiVE loads the NLiVE project. | | |
| 49 | nlive_loadproject_command | | User selects the load project command. | NLiVE behaves as in 3.5.2. | | |
| 50 | nlive_loadproject_command_dialog | | User selects the load project command. | NLiVE displays a dialog box with a browse option allowing the user to browse to a saved NLiVE project to load. | | |
| 51 | nlive_saveproject | | User selects the save project command. | NLiVE displays a confirmation dialog box after saving the project. | | |
| 52 | nlive_saveproject_command | | User selects the save project command. | NLiVE behaves as in 3.5.3. | | |

| 53 | nlive_saveproject_command_dialog | User selects the save project command when a filename has not been previously specified. | NLiVE behaves as in 3.5.3. | | |
|---|---|---|---|---|---|
| 54 | nlive_saveprojectas | User selects the save project as command. | NLiVE displays a confirmation dialog box after saving the project. | | |
| 55 | nlive_saveprojectas_command | User selects the save project as command. | NLiVE behaves as in 3.5.4. | | |
| 56 | nlive_saveprojectas_command_dialog | User selects the save project as command. | NLiVE solicits a file name and location in a dialog box. | | |
| 57 | nlive_track_add_track | User invokes the "add track" command. | NLiVE solicits whether the track is a video, audio or text track. Then, NLiVE creates the track and provides a properties window (or panel) in which the user can set up the track. | | |
| 58 | nlive_track_remove_track | User highlights the track and invokes the "remove track" command. | NLiVE confirms removal of the track, and then removes the track. | | |

| 59 | nlive_track_select_clip | User highlights the clip on the track. | NLiVE opens the properties for that clip in the properties pane for manipulation. | | |
|---|---|---|---|---|---|
| 60 | nlive_clip_resolution | User selects a clip as per use case 3.6.3 the user selects a clip. User sets clip resolution in properties. | NLiVE updates the setting. | | |
| 61 | nlive_clip_properties_resolution | User selects a clip as per use case 3.6.3 the user selects a clip. User sets clip resizing method. | NLiVE behaves as in 3.7.1. | | |
| 62 | nlive_resize | User selects a clip as per use case 3.6.3 the user selects a clip. User sets clip size in properties. | NLiVE updates the setting and shows a quick preview of a single frame from the clip to show the user how it looks. | | |
| 63 | nlive_resize_display | User selects a clip as per use case 3.6.3 the user selects a clip. User sets clip resizing method. | NLiVE behaves as in 3.7.2. | | |
| 64 | nlive_preview_output_command | User clicks preview button. | Output video preview is set to play in the video | | |

| | | | preview area. | | |
|---|---|---|---|---|---|
| 65 | nlive_preview_output_display | User clicks preview button. | NLiVE behaves as in 3.7.3. | | |
| 66 | nlive_clip_preview_command | Having set a some video to play in the preview area the user hits the play button. | NLiVE plays the video from the currently displayed frame until it ends and which point it stops and returns to the first frame of the video. | | |
| 67 | nlive_preview_clip_display | Having set a some video to play in the preview area the user hits the play button. | NLiVE behaves as in 3.7.4. | | |
| 68 | nlive_preview_stop | User clicks stop button. | If no video is playing currently nothing happens. Else, the video stops playing and the position returns to the first frame. | | |
| 69 | nlive_pause | User clicks pause button. | If no video is playing currently nothing happens. Else, the video stops playing and the position remains on the current frame at the | | |

| | | | time the button was clicked. | | |
|---|---|---|---|---|---|
| 70 | nlive_change_frame | Having completed use case 3.7.4, user clicks on progress bar for the video and uses it to specify the position they desire. | NLiVE updates the display and moves the current position to the one specified. | | |
| 71 | nlive_clip_alpha | User selects a clip as per use case 3.6.3. User manually enters both color channel and transparency settings of clip. | NLiVE sets the alpha of the clip to the user defined values. | | |
| 72 | nlive_clip_properties_alpha | User selects a clip as per use case 3.6.3. | NLiVE behaves as in 3.8.1. | | |
| 73 | nlive_blendimage | User selects range on timeline where image will be blended with clip(s), and then executes the blend image command. | NLiVE blends still image with output clip. | | |
| 74 | nlive_blendimage_command | User selects range on timeline where image will be blended with clip(s), and then executes the blend image command. | NLiVE behaves as in 3.8.2. | | |

| 75 | nlive_blendimage_command_dialog | User selects range on timeline where image will be blended with clip(s), and then executes the blend image command. | NLiVE prompts user to set alpha level of image and video clip. | | |
|---|---|---|---|---|---|
| 76 | nlive_blendclip | User selects clips to blend together, and executes blend command. | NLiVE blends the clips together. | | |
| 77 | nlive_blendclip_command | User selects clips to blend together, and executes blend command. | NLiVE behaves as in 3.8.3. | | |
| 78 | nlive_blendclip_command_dialog | User selects clips to blend together, and executes blend command. | NLiVE opens dialog for user to enter alpha level of each selected clip. | | |
| 79 | nlive_file_avi | User saves to an AVI file. | NLiVE takes care of formatting and conversion to file format. | | |
| 80 | nlive_file_mpeg1 | User saves to an MPEG file. | NLiVE takes care of formatting and conversion to file format. | | |
| 81 | nlive_file_dv | User reads from a DV format. | NLiVE uses codex's to enable | | |

| | | | format importation for playback | | |
|---|---|---|---|---|---|
| 82 | nlive_file_mp3 | User saves to an MP3 file. | NLiVE takes care of formatting and conversion to file format. | | |
| 83 | nlive_file_wav | User saves to a WAV file. | NLiVE takes care of formatting and conversion to file format. | | |
| 84 | nlive_file_avi | User loads from an AVI file. | NLiVE takes care of formatting and conversion from file format to project file. | | |
| 85 | nlive_file_mpeg1 | User loads from an MPEG file. | NLiVE takes care of formatting and conversion from file format to project file. | | |
| 86 | nlive_file_dv | User reads from a DV format. | NLiVE uses codex's to enable format importation for playback | | |
| 87 | nlive_file_mp3 | User loads from an MP3 file. | NLiVE takes care of formatting and conversion from file format to project file. | | |
| 88 | nlive_file_wav | User loads from a | NLiVE takes care | | |

| | | | WAV file. | of formatting and conversion from file format to project file. | | |
|---|---|---|---|---|---|---|
| 89 | nlive_system_stability | | User uses the system without involving a DV camera. | NLiVE does not crash operating system as result of normal use. | | |