



Test Plan Document - Sprint 1

Project: MedMeet VR

תאריך דו"ח בדיקות: 10 בדצמבר 2025

מנחה: רותם סויסה (Quality Owner)

משתתפים: כל הצוות

- **Product Owner**: לידור בן סימון
- **Scrum Master**: דוד רן כהן
- **Architect**: ליבר ויצמן
- **Quality Owner**: רותם סויסה

Sheet 1: Detailed Test Cases

Epic 1: VR Infrastructure

TC-ID	Feature	Test Case	Pre-conditions	Steps	Expected Result	Actual Result	Status	Priority
TC-01	Login	Valid login	LoginScene loaded	1. Enter "Dr. Cohen" 2. Select "Doctor" 3. Click Join	Transition to VR room	Success	PASS	Critical
TC-02	Login	Empty name	LoginScene loaded	1. Leave name empty 2. Click Join	Error message displayed	Error shown	PASS	High
TC-03	Login	Short name	LoginScene loaded	1. Enter "A" 2. Click Join	Error: "Name must be 2+ chars"	Error shown	PASS	High
TC-09	Avatars	Avatar positioning	2 players in VR	1. Join session 2. Observe avatar feet	Avatars on floor, not floating	Floating	FAIL	High
TC-10	Avatars	Hand tracking	Player moves controllers	1. Join session 2. Move hands	Hands sync with controllers	Partial	PASS	Medium
TC-11	Movement	Movement range	Player in VR	1. Walk to edges 2. Test boundaries	Can move 5m in all directions	Limited to 2m	FAIL	Medium
TC-12	Controllers	Controller input	VR session active	1. Press all buttons 2. Test triggers	All inputs registered	Success	PASS	High

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Epic 2: Multiplayer & Voice

TC-ID	Feature	Test Case	Pre-conditions	Steps	Expected Result	Actual Result	Status	Priority
TC-03	Multiplayer	2 players join	2 devices ready	1. Build A joins 2. Build B joins	Both see each other	Both visible	PASS	Critical
TC-13	Session	Duplicate name	Player A joined	1. Player B uses same name 2. Try to join	Allowed (name + ID suffix)	Allowed	PASS	Low
TC-14	Session	Mid-disconnect	2 players connected	1. Force close app on device A 2. Check device B	Player A disappears from list	Success	PASS	High
TC-15	Session	Reconnection	Disconnected player	1. Restart app 2. Rejoin same session	Joins successfully	Success	PASS	Medium
TC-16	Session	Max capacity	5 players joined	1. 6th player tries to join	Error or queue message	Not tested	N/A	Low
TC-04	Voice	Audio quality	2 players in VR	1. Player A speaks 2. Player B listens	Clear audio, <200ms latency	Clear, slight echo on Quest 2	PASS*	Critical
TC-05	Voice	Mute function	Player in session	1. Click mute 2. Speak 3. Check other player	Others don't hear muted player	Success	PASS	High
TC-17	Voice	Visual indicator	Player speaking	1. Speak into mic	Avatar glows/highlights	Glowing works	PASS	Medium

Epic 3: Medical Content

TC-ID	Feature	Test Case	Pre-conditions	Steps	Expected Result	Actual Result	Status	Priority
TC-06	3D Model	Model display	VR room loaded	1. Join session 2. Look at center	3D heart visible to all	Visible	PASS	Critical
TC-18	3D Model	Model sync	2 players in room	1. Both join 2. Observe model	Same position/rotation for both	Synced	PASS	High
TC-19	3D Model	Model scale	Model loaded	1. Approach model 2. Check size	Realistic size (~30cm)	Correct	PASS	Medium

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Epic 4: Session Logging

TC-ID	Feature	Test Case	Pre-conditions	Steps	Expected Result	Actual Result	Status	Priority
TC-07	Logging	Basic logging	Session active	1. Join session 2. Stay 5 min 3. Leave	CSV with join/leave times	CSV created	PASS	Critical
TC-20	Logging	Duration accuracy	Session active	1. Join at T=0 2. Leave at T=300s	Duration = 5:00 (±2s)	4:58 (acceptable)	PASS	High
TC-21	Logging	CSV format	Session complete	1. Export CSV 2. Open in Excel	Proper columns, no corruption	Valid format	PASS	Medium
TC-22	Logging	Multiple sessions	2 sessions same day	1. Complete session 1 2. Complete session 2	2 separate CSV files	Success	PASS	Low
TC-23	Logging	Special characters	Name with symbols	1. Join as "Dr. O'Brien" 2. Export	Name properly escaped in CSV	Success	PASS	Low

Epic 5: Sidebar Menu

TC-ID	Feature	Test Case	Pre-conditions	Steps	Expected Result	Actual Result	Status	Priority
TC-08	Sidebar	Menu open/close	VR session active	1. Click menu button 2. Menu opens 3. Click X	Smooth slide animation	Smooth	PASS	High
TC-24	Sidebar	Leave button	Menu open	1. Click "Leave Meeting"	Returns to LoginScene	Success	PASS	Critical
TC-25	Sidebar	Future buttons	Menu open	1. Try clicking Record/Upload/Laser	Buttons disabled, show "Coming Soon"	Disabled	PASS	Low
TC-26	Sidebar	ESC key	Menu open (PC only)	1. Press ESC	Menu closes	Not tested on Quest	N/A	Low

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Sheet 2: Bug Tracking (Detailed)

Bug-ID	Severity	Feature	Description	Steps to Reproduce	Expected	Actual	Frequency	Assigned To	Status	Fix Date
BUG-01	Medium	Voice	Echo on Quest 2	1. Join session on Quest 2 2. Speak into mic 3. Listen	No echo	Slight echo heard	30% of sessions	דוד	Open	-
BUG-02	Low	UI	Button text cut off	1. Open LoginScene 2. Look at JoinButton	Full text visible	"Join Meeti..."	Always	לידור	Closed	05/12
BUG-03	Medium	Lighting	Pixelated shadows	1. Join VR room 2. Observe floor shadows	Smooth shadows	Pixelated edges	Always	ליבר	Closed	04/12
BUG-04	High	Avatars	Floating avatars	1. 2 players join 2. Observe avatar feet	Feet on floor	Floating 10cm above	Always	ליבר	Open	-
BUG-05	Medium	Movement	Limited range	1. Try to walk 5m	5m movement	Only 2m possible	Always	דוד	Open	-

Sheet 3: Test Summary

Overall Statistics

- **Total Test Cases:** 26
- **Executed:** 24
- **Not Tested:** 2 (TC-16, TC-26)
- **Passed:** 22
- **Failed:** 2 (TC-09, TC-11)
- **Pass Rate:** 91.7%

Bug Summary

- **Total Bugs:** 5
- **Critical:** 0
- **High:** 1 (open)
- **Medium:** 3 (2 open, 1 closed)
- **Low:** 1 (closed)

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Coverage by Epic

pic	Test Cases	Pass	Fail	Coverage
Epic 1: VR Infrastructure	6	4	2	67%
Epic 2: Multiplayer & Voice	7	7	0	100%
Epic 3: Medical Content	3	3	0	100%
Epic 4: Session Logging	5	5	0	100%
Epic 5: Sidebar Menu	4	4	0	100%

Known Issues for Demo

1. **Avatars floating** - Visual only, doesn't affect functionality
2. **Movement range limited** - Will fix in Sprint 2

Recommendations

1. **Ready for Demo** - Core features stable
2. **Note avatar positioning issue** in presentation
3. **Add to Sprint 2 backlog**: Avatar ground placement, movement range expansion

Test Environment

- **Devices Tested:**
 - Meta Quest 3 (2 unit)
 - PC VR Development Mode
- **Unity Version:** 6.2 (6000.2.13f1)
- **Normcore Version:** 2.17.3
- **Test Duration:** Sprint 1 (29/10/25 - 10/12/25)