



Laser Arcade Machine

sdmay22-24

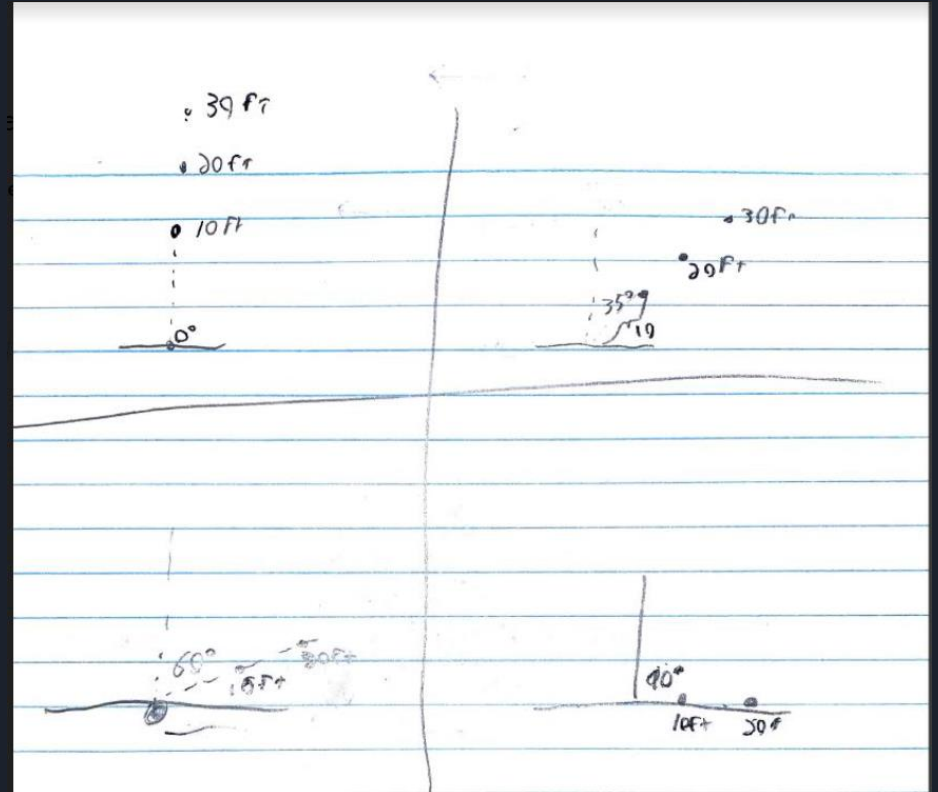


What Units are being Tested

- Tablet Application
- Backend Database & Server
- PWM

Interface Testing

- Backend to Front end
- Transmitter to Receiver
- Pi to Teensy





Integration Testing

Critical Path

Target to blaster

Pi to target

Start up sequence



System Testing + Regression Testing

- IR signal to PI
- Game Modes
- Retesting old functionality as new things are added



Acceptance Testing & Results

- Check with teammates and our client to ensure the the prototype meets all requirements set at the beginning of the project
- Testing each part of the project, and then test the project as a whole
- Consult with faculty for further verification
- Parts of a successful design include communication between modules visual feedback in the form of LEDs, and feedback through the app