TEST NUMBER #1

Requirement:
Device initialization

Use case:
Start-up sequence, from power on to start of a game

Test sequence:

1. Power on device (cold boot)
2. Each screen should start up, and announce to main board when ready
3. When all four screens are ready, game should begin with LCD #1 as the active screen

Known problems:
Requires LCD #1 to be facing the user on startup. For now, this is hardcoded.
TEST NUMBER #2

Requirement:
Screen rotation stress test

Use case:
Used in all use cases featuring a screen change

Test sequence:

1. Rotate clock-wise at full speed for 1 minute
2. Store distance rotated in memory
3. Rotate counter-clock-wise at full speed for 1 minute
4. Store distance rotated in memory
5. Examine distance rotated in each direction for accuracy and precision

Known problems:
**TEST NUMBER #3**

**Requirement:**
Screen rotation precision test

**Use case:**
Used in use cases featuring a screen change

**Test sequence:**
1. Rotate device clock-wise in 90-degree intervals, 100 times
2. Visually inspect orientation of device, ensure that it is correctly in the initial position
3. Rotate device counter-clock-wise in 90-degree intervals, 100 times
4. Visually inspect orientation of device, ensure that it is correctly in the initial position

**Known problems:**
Visual inspection may not be precise enough to find small errors in the rotation precision, though it should be enough to avoid noticeable errors during normal gameplay.
TEST NUMBER #4

Requirement:
Screen rotation, in game

Use case:
Used when a user changes screens during gameplay

Test sequence:
1. During gameplay, press the left bumper on the controller
2. Game pauses
3. Screen turns counter-clock-wise 90 degrees
4. Game resumes
5. Game state changes to reflect new primary screen (i.e. tetris block changes screens)

Known problems: