SUNYMapper Test Design Planning

The user will be given the ability to search rooms around them:

A list of the rooms will be provided on the side of the application.

A highlighted route will be illustrated to all possible rooms on the map.

The user shall enter the current room location (A) and final room location (B). The application should provide the user with information:

Manual direction (e.x. turn left, turn right…)

A highlighted route would be illustrated on the map.

The icon characters will automatic go from room A to B.

Once user has reached location:

The user can enter a new desire location

Congratulations will pop-up on the screen