MEEST PRODUCT PEALIZATION									
ME537 - PRODUCT REALIZATION									
PROJECT NAME	3D Tic Tac Toe								
	Tim, Jon								
	Mikey, Namrah								
TEAM MEMBERS	Sung Won	SUPERVISOR	Anna Thornton						
DATE	March 25, 2020	AUTHORS							
DOCUMENT TRACKING									
	DOCUMENT T	RACKING							
VERSION	DOCUMENT T EDITS COMPLETED BY	RACKING DATE	DESCRIPTION OF EDIT						
VERSION			Created quality test plans (for						
	EDITS COMPLETED BY	DATE	Created quality test plans (for						
1.0	EDITS COMPLETED BY	DATE	Created quality test plans (for multiple samples and DVT) Added more tests and recategorized some tests						
1.0	Sung Won	DATE 03/19/2020	Created quality test plans (for multiple samples and DVT) Added more tests and						

Disposition			Samples	Sample		Acceptability Criteria (Spec
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Does the game pieces from a height of 30 in ombo a cloud 10 2 stays infact 122 No exportation (2004) 10 2 stays infact 122 No exportation actual 10 2 stays infact 122 No exportation 122 No exportation 10 2 stays infact 122 No exportation 10 2 stays in	1.01 Drop test (box)	1 ' '	actual	10	2	
1,02 Doce plast (pieces) Ed., hard surface.						No cracks or chipping and
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1.03 juccepitality Inandie the fully assembled box with wet hands. actual 10 30 (21.04) located bring force of line game pieces in side the fully assembled box and violk around while holding by the rope for 1 10 doctors 1						No expansion or
Local Dearing capacity (box & bx and walk around while holding by the rape for 1 10,04 (page) 10,04 (page) 10,04 (page) 10,04 (page) 10,04 (page) 10,05 (page)	Moisture					discoloration of wood
Logopacity (box & Logopacity) (box) (box & Logopacity) (box) (box & Logopacity) (box)		Handle the fully assembled box with wet hands.	actual	10	30	(21.04)
1.04 pope hour. actual 10 46 21.06	~					
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Rope does not disconnect from	'	Apply a force of about 5 N to the acrylic board	actual	10	5	
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Places of on not Places of the places Places of the	disconnect from	Pull on the rope laterally away from the fully				Rope stays connected to
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		Place all the game pieces into the box by placing	acioui	30	13	All the 29 game pieces fit
3 UAIDIECES ITNEM IN A RANGOM ARRANGEMENT RENEAT ILLTIMES TACTUAL I III 15155545 the box /	3.04 pieces	them in a random arrangement. Repeat 10 times.	actual	10	1.5	inside the box (14.06)
	0.04 bieces			10	15	Minimum of 14 pieces for
	3.05 Count test			10	7	each type (12.03)

				1	
3.06	Joint quality	AITC Test T105 - Diagnostic Tests for Joint Quality	actual	10	Each wall should be properly joined with adjacent ones
4.0	Life/Reliability	,			
		Slide the acrlyic board through the slots of the fully			Acrylic board slides through
4.01	Slide test	assembled box. Repeat for 500 cycles.	theoretical	10	easily without bumps (24.01)
		Take out the pieces and throw them into the box to			, , ,
		simulate the start and end of the game. Repeat for		1	No cracks or chipping and
4.02	Throw test (pieces)	1000 cycles.	theoretical	10	stays intact (24.02)
					Pieces still fit one another to
	Fit durability of	Connect the game pieces to each other and		1	be stacked without tipping
4.03	pieces	disconnect. Repeat for 1000 cycles.	theoretical	50	(24.04)
					Box does not become brittle
4.04	UV test (box)	Expose wooden box to UV light for 3 hours.	theoretical	10	or turn yellow (18.05)
					No chipping or cracks on
				1	the box or the game pieces
4.05	Vibration test	Vibrate the fully assembled box at random RMS.	theoretical	10	(18.06)
		Pick up the box by the rope and swing it to check			Rope stays connected to
4.06	Rope wear test	for wear of the rope. Repeat for 500 cycles.	theoretical	10	the box (5.08)