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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_03 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Player Shooting | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the player shoots | **Test Execution date:** <Date> |
| **Description:** Test the character shooting |  |
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| **Pre-conditions: Game must launch, and weapon be visible** | |
| **Dependencies:** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | I press once the Left mouse button |  | Character should shoot a bullet | Character shoot a bullet | Pass |  |
| 2 | I hold the Left mouse button |  | Character should keep shooting bullets | Character keeps shooting bullets | Pass | The sound effect gets distorted and the bullets do not show up when a background like a wall is present |
| 3 | I press once in the RT button of the gamepad (Xbox 360) |  | Character should shoot a bullet | Nothing Happens | Fail |  |
| 4 | I hold the RT button of the gamepad (Xbox 360) |  | Character should keep shooting bullets | Nothing Happens | Fail |  |

**Post-conditions:**

Bullets should get out of the weapon, with an interval so that our eyes can see the pattern.

If a bullet hit an enemy, he should lose health.