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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_04 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Enemy Damage | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check enemy damage | **Test Execution date:** <Date> |
| **Description:** Test if the enemy loses health |  |
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| **Pre-conditions: Enemy must be present in the game** | |
| **Dependencies:** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | The bullet hits the enemy |  | The enemy should lose a certain amount of life | The enemy loses health, but it takes to much time to die | Fail |  |
| 2 | The bullet hits the enemy |  | If the health of the enemy is low the enemy should die | The enemy dies | Pass |  |

**Post-conditions:**

The enemy loses life by each bullet go through the enemy collider.

If the enemy have low health point, he dies.