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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_06 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Enemy patrols into a certain range | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the enemy patrols the zone | **Test Execution date:** <Date> |
| **Description:** Test if the enemy patrols the zone in the defined range |  |
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| **Pre-conditions: Enemy must be presents in the game** | |
| **Dependencies:** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | Enemy moves to the left |  | When the enemy reaches a certain range, it should change to the right direction |  | pass | Walking animation doesn't work |
| 2 | Enemy moves to the right |  | When the enemy reaches a certain range, it should change to the left direction |  | pass | Walking animation doesn't work |
| 3 | Enemy stops when and turns around when colliding with a box |  | Enemy turns around when colliding with a box |  | fail | Enemy keeps walking |

**Post-conditions:**

Enemy patrols the zone in a defined range, so it should go to the left for X units and when it reaches the limit of the range it should swap and go to the right for another X units and so on.