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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_07 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Enemy shoots the player | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the enemy shoots the player | **Test Execution date:** <Date> |
| **Description:** Test if the enemy shoots the player |  |
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| **Pre-conditions: Player and enemy must be presents in the game** | |
| **Dependencies: Enemy and Player** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | Player is inside the enemy range |  | Enemy should shoot the player | Enemy shoot's the player | pass | Sometimes bullets don't have texture |
| 2 | Player is outside the enemy range |  | Enemy should not shoot the player | Enemy doesn't shoot the player | pass |  |
| 3 | Player is inside the enemy range but there is an obstacle between them |  | Enemy should not shoot the player nor follow him. |  | fail | Can't test, no obstacles, crates are glitching, no sound queue to see if enemy is shooting or not |
| 4 | Player runs away from the enemy |  | Enemy should chase the player | Enemy does not chase the player | fail | Enemy resumes patrolling after losing the sight of the player even if player jumps over them |

**Post-conditions:**

Enemy should not stop shooting the player until the player is dead.

When an enemy sees the player it should chase him until he is dead.