TestLink

Test Plan Design Report

Test Project: Captains and Cannons

Test Plan: Combat Animation

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Test Plan: Combat Animation

Test if all actions play combat animation in the correct way

1.1.Test Suite : Character actions

Test kring karaktärers handlingar i Combat

Test Case CC-2: Action Animation - Melee [Version : 1]			
Author:	sh16hf4722		
Summary: Test if the action is displayed accordingly with sprites changes, values and animations			
Preconditions: Perform action on character			
#:	Step actions:	Expected Results:	
1	Melee action performed from character	Action animation overlay pop up Displayed melee attack sprite from attacking character Display target sprite from targeted character Melee animation performed.	
2	End of animation	Close action animation overlay	
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Requirements	None		
Keywords:	None		

Test Case CC-3: Action Animation - Ranged [Version : 1]	
Author:	sh16hf4722
Summary:	

Test if the action is displayed accordingly with sprites changes, values and animations

Preconditions:

Perform action on character

#:	Step actions:	Expected Results:	
1	Ranged action performed from character	Action animation overlay pop up Displayed ranged sprite from attacking character Display target sprite from targeted character Ranged animation performed.	
2	End of animation	Close action animation overlay	

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Requirements	None
Keywords:	None

Test Case CC-4: Action Animation - SpecialAbility [Version : 1]

Author:	sh16hf4722

Summary:

Test if the action is displayed accordingly with sprites changes, values and animations

Preconditions:

Perform action on character

#:	Step actions:	Expected Results:	
1	SpecialAbility action performed from character	Action animation overlay pop up Displayed SpecialAbility sprite from attacking character Display target sprite from targeted character SpecialAbility animation performed.	

2	End of animation	Close action animation overlay	
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Requirements	None		
Keywords:	None		