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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-(CMB)(SHT)-IT-v0.1a-05 | | | | | | | |
| **Test Title** | | Integration Test on Combat and Shouts (Negative) | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Kona | | | **Execution Date** | | | 20 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is designed to test whether the character model can be damaged by its shot arrow by catching the arrow using Whirlwind sprint. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple model combat and shouts specifically Whirlwind Sprint mechanics are coded, loaded into the test build TESV\_v0.1a. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester equip and bow and arrow. | | - | Character model holding the bow. | |  |  | |  |
| 2. | Tester hold left mouse button. | | - | Character model draw the bow. | |  |  | |  |
| 3. | Tester release left mouse button and simultaneously press “Z”. | | - | Character model shot the arrow and the character model sprinted forward. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Character model is not damaged by the arrow shot. | | | | | | | | | |