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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-(MNT)(ENV)-IT-v0.1b-07 | | | | | | | |
| **Test Title** | | Integration Test on Mount and Environment (Negative) | | | | | | | |
| **Test Priority** | | Middle | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Mount (MNT) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Chris | | | **Execution Date** | | | 15 March 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is designed to test the interaction between a mount and a terrain with extreme angles. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * A simple model, a mount and a terrain with extreme angle is prepared. * 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 move near the mount until the message ‘Press “E” to mount’ appears. | | - | The mount is in front of the character model and the message ‘Press “E” to mount’ appeared. | |  |  | |  |
| 2. | Tester press “E”. | | - | Tester mount on the mount. | |  |  | |  |
| 3. | Tester move to the terrain with extreme angle with the mount. | | - | The mount is able to traverse the terrain in extreme angles. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The mount is able to traverse the extreme terrain. | | | | | | | | | |