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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-(SHP)(INV)(ENV)-IT-v0.1b-04 | | | | | | | |
| **Test Title** | | Integration Test on Shop, Inventory and Environment Mechanics (Negative) | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Shop Mechanics (SHP) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Kimmy | | | **Execution Date** | | | 15 March 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is designed to test how shop and inventory mechanics can be affected by the environment. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * A shop character with shop and inventory mechanics and a shop environment are prepared and loaded into the test build TESV\_v0.1b. * A simple model with inventory mechanics is prepared and loaded into the test build TESV\_v0.1b. * 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 an item until the message ‘Press “E” to steal’ appears. | | - | Tester moved in front of the item and the message ‘Press “E” to steal’ appeared. | |  |  | |  |
| 2. | Tester press “E”. | | - | Tester stole the item and the shop character attacks the character model. | |  |  | |  |
| 3. | Tester restart the test environment. | | - | Test environment restart. | |  |  | |  |
| 4. | Tester hold E on a basket. | | - | Tester grabbed the basket with telekinesis. | |  |  | |  |
| 5. | Tester place the basket on the shop character’s head. | | - | Shop character’s head is covered by the basket. | |  |  | |  |
| 6. | Repeat steps No. 1 and 2. | | - | Tester stole the item and the shop character did not attack the character model. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Shop character able to see the character model steal if it sees the character model doing so but no when its head is covered. | | | | | | | | | |