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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-(SHT)(ENV)-IT-v0.1b-04 | | | | | | | |
| **Test Title** | | Integration Test on Shout and Environment (Negative) | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Shouts (SHT) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Demson | | | **Execution Date** | | | 20 March 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is to test the interaction between a specific shout, Whirlwind Sprint with the environment. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Environments, props, and shouts mechanics are coded and loaded into test build TESV\_v0.1b. * A simple model and random miscellaneous prop 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 hold “E” on a miscellaneous prop and move it in front the character model. | | - | The prop held by the character model by telekinesis and the prop is moved in front of the character model. | |  |  | |  |
| 2. | Tester walk in front of a wall. | | - | Tester is directly of a wall. | |  |  | |  |
| 3. | Tester press “Z”. | | - | Whirlwind Sprint shout is casted and the character has sprinted beyond the wall into the game world space. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Whirlwind Sprint made the character model stuck outside of a region in the game world space. | | | | | | | | | |