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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-CMB-MEL-UT-v0.1a-06 | | | | | | | |
| **Test Title** | | Unit Test on Physical Melee Combat (Negative) | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Ramsay | | | **Execution Date** | | | 5 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is designed to test the interaction between left hand melee and right hand melee if both of them were to execute simultaneously. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple model physical melee combat mechanics coded, and loaded into the test build TESV\_v0.1a. * 2 one handed melee weapons in the inventory. * Desktop will recommended requirements is prepared. * Test begins when tester is loaded into the test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester boot up the inventory menu. | | - | Inventory menu booted up on screen. | |  |  | |  |
| 2. | Tester equip 1 one handed melee weapon on left hand another weapon on right hand and close inventory menu. | | - | Character model is holding a one handed weapon on each hand. | |  |  | |  |
| 3. | Tester press left mouse button and right mouse button simultaneously. | | - | Either left hand or right strikes first then followed by another hand depends on which hand’s data is passed first. | |  |  | |  |
| 4. | Repeat steps No. 3 100 times. | | - | 50% of the time left hand strikes first. 50% of the time right hand strikes first. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Both hands will have equally percentage of first strikes. | | | | | | | | | |