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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | (-)TC-QST-STA-UT-v0.1b-06 | | | | | | | |
| **Test Title** | | Unit Test on Quest Status Checking (Negative) | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Quest (QST) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Collin | | | **Execution Date** | | | 5 February 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This negative test case is designed to test the effect if quest related NPCs are killed. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Quest related NPCs, character model, quest mechanics are coded, 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 get the quest from the quest giver. | | - | Quest acquired. | |  |  | |  |
| 2. | Tester kill the quest giver. | | - | The quest will have no end because the quest giver is dead. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Quest giver is killed and there are no possible ways to complete the quest. | | | | | | | | | |