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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-(CMB)(MP)(HP)-IT-v0.1a-05 | | | | | | | |
| **Test Title** | | Integration Test on Combat, Health and Mana Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test, Component Interface Test | |
| **Tester Name** | | Daniel | | | **Execution Date** | | | 8 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the integration of Combat, Health and Mana mechanics to ensure they work properly with unexpected issues. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple character model coded with combat, health and mana mechanics is prepared and loaded into the test build TESV\_v0.1a. * An enemy AI bot coded with combat, health and mana mechanics is prepared and loaded into the test build TESV\_v0.1a. * 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 AI bot. | | - | The AI bot should engage combat with the tester. | |  |  | |  |
| 2. | Tester hit by the bot with physical melee. | | - | Tester health decreases upon weapon collision. | |  |  | |  |
| 3. | Tester hit by the bot with charged physical melee. | | - | Tester health decreases more upon weapon collision. | |  |  | |  |
| 4. | Tester hit the bot with physical melee. | | - | Bot health decreases upon weapon collision. | |  |  | |  |
| 5. | Tester hit the bot with charged physical melee. | | - | Bot health decreases more upon weapon collision. | |  |  | |  |
| 6. | Tester move away from the bot. | | - | Tester health regenerates. | |  |  | |  |
| 7. | Tester fine tune the health regen rate until it is balanced. | | - | Tester health regen rate is balanced. | |  |  | |  |
| 8. | Repeat step No. 1 to 7 with physical ranged and magic attack. When testing magic test the mana mechanics as well. | | - | Tester and the bot will be damaged according to the damage value and regen health if stayed out of combat. Mana will also reduce when using magic attack. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The combat, health and mana mechanics integrated together without any flaws and the damages and health regen rates is balanced. | | | | | | | | | |