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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-(CMB)(STM)-MEL-IT-v0.1a-07 | | | | | | | |
| **Test Title** | | Unit Test on Physical Melee Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Ivan | | | **Execution Date** | | | 2 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the physical melee attack mechanic for different melee weapons, such as fist, one-handed weapons and two-handed weapons function as expected with reference of the source codes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple character model and dummy model are prepared and loaded into the test build TESV\_v0.1a. * Fist fighting, one-handed weapons, two-handed weapons and stamina mechanics functions are coded, 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 in front of the dummy. | | - | Tester model stands in front of the dummy model. | |  |  | |  |
| 2. | Tester press left mouse button to test left hand fist fighting. | | - | The left hand attack animation plays and damage value shows up on the dummy. | |  |  | |  |
| 3. | Tester hold left mouse button to charge the left fist. | | - | The left fist charged animation plays. | |  |  | |  |
| 4. | Tester release left mouse button to attack. | | - | The left hand attack animation players and the damage value shows up on the dummy is larger than the normal left fist attack. | |  |  | |  |
| 5. | Tester press right mouse button to test right hand fist fighting. | | - | The right hand attack animation players and damage value shows up on the dummy upon fist collision. | |  |  | |  |
| 6. | Tester hold right mouse button to charge the left fist. | | - | The right fist charged animation plays. | |  |  | |  |
| 7. | Tester release right mouse button to attack. | | - | The right hand attack animation players and the damage value shows up on the dummy is larger than the normal left fist attack. | |  |  | |  |
| 8. | Tester fine tune the damage and animation times of fist fighting until it is balanced. | | - | Fist fighting damage and animation time is balanced. | |  |  | |  |
| 9. | Repeat No. 2 to 7 with one-handed weapons and two-handed weapons. | | - | One-handed weapons and two-handed weapons should play their attack animations on time and damage values should up the dummy upon weapons collision with balanced damage. | |  |  | |  |
| 10. | Repeat No. 2 to 5 100 times. | | - | Fist fighting, one-handed weapons and two-handed weapons passes all the tests. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All physical melee attack mechanics play their animations on time and with balanced damage. | | | | | | | | | |