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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-(LVL)(QST)-IT-v0.1b-02 | | | | | | | |
| **Test Title** | | Integration Test on Experience Management and Gold Gain | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Levelling (LVL) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Adam, Laila, Jeff, Terry, Mona | | | **Execution Date** | | | 7 April 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the experience points given during the levelling process and gold gain are balanced. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * The experience gain and gold gain table is obtained from the designers. * Character models with combat, health, mana, stamina and levelling mechanics, props, equipment and environment are prepared and loaded into the test build TESV\_v0.1b. * Quest related NPCs are all programmed 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. | Testers choose the quests and the actions that can gain experience points they want to test. | | - | All testers must cover all the quests and actions that can gain experience points and each tester must have at 20 quests and actions. | |  |  | |  |
| 2. | Testers complete the quests and the actions. | | - | Quest completed message pop up for the quests and testers gain gold and experience. | |  |  | |  |
| 3. | Testers fine tune the experience points given and gold gain until they are balanced. | | - | The character must not gain level too fast or too slow and with adequate amount of gold gain. | |  |  | |  |
| 4. | Repeat steps No.2 to 4 until all the chosen quests and actions are tested. | | - | All the chosen quests should reward an adequate amount of gold and experience points. | |  |  | |  |
| 5. | Exchange the chosen quests with another test mate and retest the quest again while comparing the previous result with the current result. | | - | All the quests should reward an adequate amount of gold and experience points and the previous test results should match the current test result. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the quests and action that can gain experience points and gold with reward an adequate amount of gold and experience points upon completion. | | | | | | | | | |