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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-(SHP)(INV)-IT-v0.1a-06 | | | | | | | |
| **Test Title** | | Integration Test on Inventory and Shop Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Shop Mechanics (SHP) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Collin | | | **Execution Date** | | | 15 January 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the integration of Shop mechanics with the Inventory mechanics. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v1.0a is prepared and ready to use. * Shop character with inventory and shop mechanics and character model with inventory mechanics are prepared and loaded into the test build TESV\_v0.1a. * Different equipment like apparels, weapons, potions, scrolls and miscellaneous items are loaded into the character model’s and shop character’s inventory. * 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 walk in front of the shop character until the message ‘Press “E” to talk’ appears. | | - | The shop character is in front of the tester and the message ‘Press “E” to talk’ appeared. | |  |  | |  |
| 2. | Tester press “E”. | | - | The shop character’s inventory pop up on screen. | |  |  | |  |
| 3. | Tester left click on one item in shop character’s inventory. | | - | Gold deducted and the item disappeared from the shop character’s inventory. | |  |  | |  |
| 4. | Tester press “Shift”. | | - | Character model’s inventory pop up and the item appeared at its inventory. | |  |  | |  |
| 5. | Tester left click on that item in character model’s inventory. | | - | Character model gains gold and the item disappears from the character model’s inventory. | |  |  | |  |
| 6. | Tester press “Shift”. | | - | Shop character’s inventory pop up and the item appeared at its inventory. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The integration displays no flaws and unexpected results. | | | | | | | | | |