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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-ANM-TRG-UT-v0.1b-05 | | | | | | | |
| **Test Title** | | Unit Test on Animation Triggers | | | | | | | |
| **Test Priority** | | Middle | | | **Test Level** | | | Unit Level | |
| **Test Category** | | Animation (ANM) | | | **Test Type** | | | Functional Level | |
| **Tester Name** | | Kona, Royce | | | **Execution Date** | | | 10 February 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of Animation Triggers with the reference of source code. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Animations files are loaded into the models in the TESV\_v0.1b. * Animations triggers are coded, prepared and loaded into test build TESV\_v0.1b. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the play screen. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to test the animation each possible action of the all character models and make sure all the animations are reachable. | | - | All the animations are reachable and they are all triggered upon doing the action which linked to key presses. | |  |  | |  |
| 2. | Tester fine tune the trigger time until it matches the function of the animation. | | - | Fine tuned animations triggers trigger in a better timing without any animation lag. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the animations triggers trigger in time without animation lag and are all reachable. | | | | | | | | | |