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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-AUD-BGM-UT-v0.1b-01 | | | | | | | |
| **Test Title** | | Unit Test on Background Music | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Audio (AUD) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | David, Roy | | | **Execution Date** | | | 15 January 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the background music fits the theme of Skyrim and fulfils the development requirement of immersive world with more realistic elements. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * Background music are prepared and loaded into music player. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the music player. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to play all the background music to see if it fits the theme of Skyrim and the placement of the music. | | Background music mp3 file.  Music player in Creation Engine. | All the background music fits the theme of Skyrim and fits the places the music will be played in. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the background music fits the theme of Skyrim and fulfils the development requirement of immersive world with more realistic elements. | | | | | | | | | |