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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-AUD-BGM-UT-v0.1b-06 | | | | | | | |
| **Test Title** | | Unit Test on Background Music Processes | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Audio (AUD) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Craig, Ramsay, Jim | | | **Execution Date** | | | 2 February 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of background music processes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Background music mechanics are coded, prepared and loaded into test build TESV\_v0.1b. * Background music are prepared and loaded into test build TESV\_v0.1b. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the main menu. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to enter a tavern from the open world to check for the background music transition. | | - | Tester will notice the background music changed. | |  |  | |  |
| 2. | Repeat steps No.1 with entering a region from a different region. | | - | Tester will notice the change of background music. | |  |  | |  |
| 3. | Player is required to test the volume controls of the background music in the options menu by pulling the slider. | | - | Tester will notice the background music softer when the slider is more to the left and louder when it is more to the right. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The background music transition is smooth and works perfectly when entering a different region. | | | | | | | | | |