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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-AUD-SFX-UT-v0.1b-08 | | | | | | | |
| **Test Title** | | Unit Test on Sound Effects Processes | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Audio (AUD) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Ryan, Drake, Freya | | | **Execution Date** | | | 2 February 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of sound effects processes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Sound effects processes are coded, prepared and loaded into test build TESV\_v0.1b. * Sound effects files 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 test all the sound effects casting skills, using equipment, listening to environment sound effects etc. to ensure all the sound effects are reachable. | | - | All the sound effects in the game will played when a specific condition is fulfilled. | |  |  | |  |
| 2. | Player is required to test the volume controls of the SFX in the options menu by pulling the slider. | | - | Tester will notice the SFX is softer when the slider is more to the left and louder when it is more to the right. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The SFX works perfectly and all SFX sound files are reachable. | | | | | | | | | |