|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-CAM-MV-UT-v0.1a-04 | | | | | | | |
| **Test Title** | | Unit Test on Camera Movement Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Camera (CAM) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Beckett | | | **Execution Date** | | | 1 December 2009 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of the camera movement mechanics. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple model and camera movement functions is loaded into the test build TESV\_v0.1a. * Desktop will recommended requirements is prepared. * Test begins when tester is loaded into the test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester move the mouse. | | - | Camera moves around the model. | |  |  | |  |
| 2. | Tester scroll up with the scroll wheel. | | - | Camera zooms into the model. Maximum zoom in is first person view. | |  |  | |  |
| 3. | Tester scroll down with the scroll whell. | | - | Camera zooms out of the model. Maximum zoom out in a far third person view. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The camera movement functions normally where user can look around the model, zoom in and zoom out. | | | | | | | | | |