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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-CMB-(MEL)(MGC)(RGD)-IT-v0.1a-06 | | | | | | | |
| **Test Title** | | Integration Test on Melee, Magic and Ranged Combat Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Craig | | | **Execution Date** | | | 5 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the integration between the Melee, Magic and Ranged Combat Mechanics. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple character model and dummy model are prepared and loaded into the test build TESV\_v0.1a. * Melee, magic and ranged combat functions are coded, prepared and loaded into the test build TESV\_v0.1a. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester equip different weapon or magic combinations. | | Different weapons and magic in the character’s inventory | The character holds different weapons and magic in left hand and right hand except for staves and two handed weapons. | |  |  | |  |
| 2. | Tester attack with the combinations equipped. | | - | The character able to attack or cast magic in both hands except for staves and two handed weapons. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the combinations of melee, magic and ranged weapons able to attack without any flaws and unexpected issues. | | | | | | | | | |