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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-CMB-MGC-UT-v0.1a-08 | | | | | | | |
| **Test Title** | | Unit Test on Magic Combat Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Jack | | | **Execution Date** | | | 4 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the magic combat mechanics for fire, ice and electric magic function as expected with reference of the source codes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple character model with fire magic, ice magic and electric magic and a dummy model are 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 move in front of the dummy. | | - | Tester model stands in front of the dummy model. | |  |  | |  |
| 2. | Tester press “R” to boot up the skill menu. | | - | Skill menu loaded on screen. | |  |  | |  |
| 3. | Tester scroll MiddleMouseButton upand down to highlight the wanted skill. | | - | Wanted skill highlighted. | |  |  | |  |
| 4. | Tester press “E” to equip highlighted skill. | | - | The skill is equipped and the skill menu disappears. | |  |  | |  |
| 5. | Tester press LeftMouseButton to cast the skill with left hand. | | - | The selected skill is casted with left hand after casting animation is played and the damage value shows up on the dummy upon collision of the skill. | |  |  | |  |
| 6. | Tester press RightMouseButton to cast the skill with right hand. | | - | The selected skill is casted with right hand after casting animation is played and the damage value shows up on the dummy upon collision of the skill. | |  |  | |  |
| 7. | Tester fine tune the damage and casting animation time until it is balanced. | | - | The selected skill casting animation time and damage is balanced. | |  |  | |  |
| 8. | Repeat steps No. 2 to 7 with other skills until all the skills tested. | | - | All the skills casting animation time and damage is balanced. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All magic attack mechanics play their animations on time and with balanced damage. | | | | | | | | | |