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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-CMB-RGD-UT-v0.1a-04 | | | | | | | |
| **Test Title** | | Unit Test on Physical Ranged Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Combat (CMB) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Sam | | | **Execution Date** | | | 5 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test physical ranged attack mechanic for different ranged weapons, such as bows and crossbows as expected with reference of the source codes. | | | | | | | | | |
| **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. * Bows and crossbows 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 a bow and equip a type of arrow and stand in front of the dummy model. | | Bow and arrows in the character model’s inventory. | The character model holding a bow and standing in front of the dummy model. | |  |  | |  |
| 2. | Tester hold left mouse button to draw the bow. | | - | The character model draws the bow. | |  |  | |  |
| 3. | Tester release left mouse button. | | - | The character model release the arrow and the arrow is shot and damage value appears on the dummy. | |  |  | |  |
| 4. | Repeat steps No.1 to 3 and adding a step where pressing right mouse button when drawing the bow. | | - | The camera zooms near the reticule of the bow. | |  |  | |  |
| 5. | Tester fine tune the damage of the bow and arrow and the animation time until they are balanced. | | - | Bow and arrow damage and animation time balanced. | |  |  | |  |
| 6. | Repeat steps No. 1 to 4 with a crossbow. | | - | Crossbows shoot on left mouse button press. | |  |  | |  |
| 7. | Repeat steps No.1 to 6 100 times. | | - | Bows and crossbows all pass the tests. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All physical ranged attack mechanics play their animations on time and with balanced damage. | | | | | | | | | |