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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-ENV-(TRN)(LGT)(SHD)(PRP)(STC)-IT-v0.1b-06 | | | | | | | |
| **Test Title** | | Integration Test on Lighting and Shaders Settings | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Environment (ENV) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Ryder | | | **Execution Date** | | | 5 March 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the lighting and shaders rendered fulfils the development requirement of immersive world with more realistic elements by adjusting the lighting parameters and source codes with the help of concept artists. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * One of the concept artists is available to assist in testing. * TESV\_v0.1b is prepared and ready to use. * Character model with textures as the player is prepared and loaded into the test build TESV\_v0.1b. * A test environment with props, lighting, shaders, terrain, structures and models with textures is prepared and loaded into the test build TESV\_v0.1b. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the in game test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to test lighting parameters and fine tune them to resemble the selected art direction. | | Concept artist’s assistance and input. | The test environment lighting looks similar to the selected art direction. | |  |  | |  |
| 2. | Tester is required to test shaders parameters and fine tune them to resemble the selected art direction. | | Concept artist’s assistance and input. | The test environment shaders looks similar to the selected art direction. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The props in test environment’s lighting and shaders rendered looks similar to the selected art direction. | | | | | | | | | |