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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-ENV-TRN-UT-v0.1a-03 | | | | | | | |
| **Test Title** | | Unit Test on Terrain | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Environment (ENV) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Tom, Brittany, Max, Dan, Ken | | | **Execution Date** | | | 1 February 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the terrain modelled match the development requirements of immersive world with more realistic elements and emphasize more on player exploration. Testers are required to test every 5 units2 of the terrain. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * Terrain model is prepared. * TESV\_v0.1a is prepared and ready to use. * 5 simple character models are loaded into the test build. * 5 desktops are prepared with recommended requirements. * Test begins after the testers is loaded into the test environment with the terrain. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Each of the testers take a region of the terrain for testing. | | - | Every tester should take at least 1 region. | |  |  | |  |
| 2. | Each tester is required to divide their respective regions into 5 units2 per tile. | | - | A map of the region divided into 5 units2 per tile is made. | |  |  | |  |
| 3. | Each tester is required to move tile by tile for testing. | | - | Every tile exhibits to flaws and fulfil the development requirement mentioned. | |  |  | |  |
| 4. | Each tester is required to repeat steps No. 3 until their selected regions is tested entirely. | | - | Every tile of the terrain exhibits to flaws and fulfil the development requirement mentioned. | |  |  | |  |
| 5. | Each tester exchange regions and repeat steps No. 2 to 4. | | - | Every region should pass the test. Test results generated are similar with the previous ones. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Every tile of the terrain displays no flaws and fulfils the development requirements of immersive world with more realistic elements and emphasize more on player exploration. | | | | | | | | | |