|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-INV-(EQP)(UEQ)-IT-v0.1a-04 | | | | | | | |
| **Test Title** | | Unit Test on Equipping and Unequipping Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Inventory (INV) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Kimmy | | | **Execution Date** | | | 1 January 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to ensure the equipment mechanics work as expected. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * Character models with inventory mechanics of equipping and unequipping mechanics coded and loaded into the test build TESV\_v0.1a. * Equipment and weapons prepared 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 press “Q” to boot up the inventory menu. | | - | An empty inventory menu loaded on screen. | |  |  | |  |
| 2. | Tester press “Q” again to close inventory menu. | | - | Inventory menu closed and return to play screen. | |  |  | |  |
| 3. | Tester walk in front of an equipment or a weapon until the message ‘Press “E” to pick up’. | | - | The equipment or weapon lies in front of the tester and the message ‘Press “E” to pick up’. | |  |  | |  |
| 4. | Tester press “E” to pick up the weapon. | | - | The equipment or weapon disappears and appears in the tester’s inventory. | |  |  | |  |
| 5. | Tester equips the equipment or weapon on left hand by pressing the left mouse button in the inventory menu when it is highlighted. Use the scroll wheel to scroll the wanted equipment to highlight it. | | - | Tester’s left hand holding the equipment or weapon. | |  |  | |  |
| 6. | Unequip the weapon by repeating steps No. 5. | | - | The equipment disappears from tester’s left hand. | |  |  | |  |
| 7. | Repeat step No. 5 and 6, replace left mouse button with right mouse button to equip the equipment on right hand. | | - | Tester’s right hand holding the equipment or weapon. | |  |  | |  |
| 8. | Toss the equipment away by pressing “X” when highlighting the equipment. | | - | The equipment disappears from the inventory menu and the equipment appears in front of the tester. | |  |  | |  |
| 9. | Repeat steps No. 3 to 8 with other equipment. | | - | All equipment will equipment equip and unequip properly. | |  |  | |  |
| 10. | Test all the magic equipping and unequipping functions by switch into magic inventory menu by pressing “R” in play screen. | | - | All magic equipping and unequipping will work as like equipment equipping and unequipping. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The equipment and magic equipping and unequipping function work fine without any flaws and unexpected issues. | | | | | | | | | |