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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-INV-ECH-UT-v0.1a-08 | | | | | | | |
| **Test Title** | | Unit Test on Enchantment | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Inventory (INV) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Freya | | | **Execution Date** | | | 6 April 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of Enchantment. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * An enchantment station with enchantment functions, character model, dummy model, a staff, a sword, an enchantment buff and some soul stones are loaded into the test build TESV\_v0.1a. * Desktop will recommended requirements is prepared. * Test begins when tester is loaded into the test environment. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester equip the staff in the inventory. | | - | Character model holding a staff. | |  |  | |  |
| 2. | Tester click left mouse button. | | - | Character model fires the staff and the enchantment bar of the staff. | |  |  | |  |
| 3. | Tester deplete the enchantment by clicking left mouse button repeatedly. | | - | Character model fires the staff repeatedly until the enchantment bar depleted and it no longer fires. | |  |  | |  |
| 4. | Tester boot up the inventory menu and navigate to the staff. | | - | Inventory menu booted up and the viewing the staff. | |  |  | |  |
| 5. | Tester press “C”. | | - | A list of soul stones pop up. | |  |  | |  |
| 6. | Tester choose either 1 of the soul stones and press Enter. | | - | The list of soul stones disappears and the enchantment bar of the staff regenerated. | |  |  | |  |
| 7. | Tester press “Esc”. | | - | Inventory menu closed and return to the play screen. | |  |  | |  |
| 8. | Repeat steps No. 2 to see if the staff can fire. | | - | The staff fires and the enchantment bar reduces when it fires. | |  |  | |  |
| 9. | Tester equip the sword in the inventory. | | - | Character model holding the sword. | |  |  | |  |
| 10. | Tester walk in front of the enchantment station until the message ‘Press “E” to interact‘ pops up. | | - | Tester is standing in front of the enchantment station and the message ‘Press “E” to interact‘ popped up. | |  |  | |  |
| 11. | Tester press “E”. | | - | Enchantment menu pops up. | |  |  | |  |
| 12. | Tester select the sword, the enchantment buff and a soul stone then press “Enter” and confirm the enchantment. | | - | The enchantment buff is applied onto the sword according to the charge of the soul stone. | |  |  | |  |
| 13. | Tester attack the dummy model with the enchanted sword. | | - | The enchanted sword applies the enchantment effect on the dummy model and the enchantment bar reduced after each strike. | |  |  | |  |
| 14 | Repeat steps No. 3 to 8 with the enchanted sword. | | - | The enchanted sword does not apply enchantment effect when the enchantment bar is depleted and will apply the effect again after the enchantment bar is charged up. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Enchantment can be applied on weapons and the enchantment is filled according to the charge of soul stones. Enchantment effect will not be applied if the enchantment bar is depleted. | | | | | | | | | |