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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-INV-STR-UT-v0.1a-05 | | | | | | | |
| **Test Title** | | Unit Test on Storage Management Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Inventory (INV) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Brandon | | | **Execution Date** | | | 10 January 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to ensure that the storage management can sort, classify different items and equipment properly. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * Character model with inventory mechanics of storage management mechanics coded and loaded into the test build TESV\_v0.1a. * Different equipment like apparels, weapons, potions, scrolls and miscellaneous items are 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 with Apparels, Weapons, Potions, Scrolls, Miscellaneous and All tabs loaded on screen. | |  |  | |  |
| 2. | Tester press “Q” again to close the inventory menu. | | - | Inventory menu closed and return to play screen. | |  |  | |  |
| 3. | Tester walk in front of a weapon until the message ‘Press “E” to pick up’. | | - | The 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 weapon disappears and appears in the Weapons tab of the tester’s inventory. | |  |  | |  |
| 5. | Repeat steps No. 3 and 4 with apparels, potions, scrolls and miscellaneous. | | - | Apparels will show up in Apparels tab. Potions will show up in Potions tab.  Scrolls will show up on Scrolls tab.  Miscellaneous items will show up in Miscellaneous tab. All of the picked up items will show up in the All tab. | |  |  | |  |
| 6. | In All tab, click “Value” word on top the value column. | | - | A green dot appeared beside the word “Value” and all items are sorted according to their values in ascending order. | |  |  | |  |
| 7. | Repeat steps No. 6. | | - | All the items are sorted according to their values in descending order. | |  |  | |  |
| 8. | Repeat step No.6 and 7 by clicking “Name”, “Weight”, “Type” and others. | | - | If Name is clicked, the items will be sorted according to the name in alphabetical order. Weight will them according to the weight, and Type will sort them according to type of the items, etc. | |  |  | |  |
| 9. | Repeat steps No. 6 to 8 with other tabs. | | - | The correct items will appear in the correct tabs and all the name sorting, weight sorting and type sorting, etc. work properly without flaws. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| The storage managements managed to classify, sort the items and equipment without flaws and unexpected issues. | | | | | | | | | |