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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-MV-(WK)(RUN)(CRH)(JMP)-IT-v0.1a-02 | | | | | | | |
| **Test Title** | | Integration Test on Characters Movement Animations Fluidity | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Integration Test | |
| **Test Category** | | Movement (MV) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Adam | | | **Execution Date** | | | 4 January 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the smoothness of the all characters movement animations which includes walking, running, crouching and jumping whether they meet the development requirement of achieving smoother character movements with animations clashes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * The character models are prepared, rigged, programmed and ready to use. * Walking, running, crouching and jumping animations are prepared. * An in-game test environment with all models is prepared. * TESV\_v0.1a is prepared and ready to use. * Desktop is prepared with recommended requirements. * Test begins after the tester has loaded into the test environment with all models prepared. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester move in front of a model and press “E”. | | - | Tester can control the model chosen. | |  |  | |  |
| 2. | Tester press “W” to move forward. | | - | The model should move forward with smooth animations. | |  |  | |  |
| 3. | Tester press “A” to move left. | | - | The model should move left with smooth animations. | |  |  | |  |
| 4. | Tester press “S” to move backward. | | - | The model should move backward with smooth animations. | |  |  | |  |
| 5. | Tester press “D” to move right. | | - | The model should move right with smooth animations. | |  |  | |  |
| 6. | Tester press “Space” to jump. | | - | The model should jump up with smooth animations. | |  |  | |  |
| 7. | Tester press “Ctrl” to crouch. | | - | The model should crouch with smooth animations. | |  |  | |  |
| 8. | Tester hold “Shift” while moving forward to run. | | - | The model should run forward with smooth animations. | |  |  | |  |
| 9. | Repeat steps No. 8 while moving to other directions to run to different directions. | | - | The model should run to the selected directions with smooth animations. | |  |  | |  |
| 10. | Repeat steps No. 2 to 9 with all other models. | | - | All other models should walk, run, crouch and jump to the respective directions with smooth animations. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Characters walking, running, crouching and jumping animations are all smooth and fluid and well integrated.  The animation transitions also display no animations cuts, lags or any other flaws. | | | | | | | | | |