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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-MV-JMP-UT-v0.1a-07 | | | | | | | |
| **Test Title** | | Unit Test on Jump Functions | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Movement (MV) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | George | | | **Execution Date** | | | 12 December 2009 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of the jump functions. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1a is prepared and ready to use. * A simple model with jump functions coded, and 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 press “Space” while standing | | - | Character model jump upwards on the same x and z coordinate. | |  |  | |  |
| 2. | Tester press “Space” while moving forward, backward, left and right. | | - | Character model jumps towards the direction it is moving to. | |  |  | |  |
| 3. | Repeat No.1 and 2 100 times. | | - | Character model jumps towards the direction it is moving to or on the same x and z coordinate if the character model is standing. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Jump functions work with all directions and unmoved 100 time successfully without flaws and unexpected results. | | | | | | | | | |