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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-MV-WK-UT-v0.1a-01 | | | | | | | |
| **Test Title** | | Unit Test on Character Walking Animation Fluidity | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Movement (MV) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | David | | | **Execution Date** | | | 2 January 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is to test the character walking animation whether they match the development requirement of achieving smoother character movements. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * The character models are prepared, rigged, programmed and ready to use. * Walking 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 Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Boot up the game. | | - | Main menu is shown. | |  |  | |  |
| 2. | Press “Play”. | | - | Tester is loaded into a test environment with all models after the loading screen. | |  |  | |  |
| 3. | Tester move in front of a model and press “E”. | | - | Tester can control the model chosen. | |  |  | |  |
| 4. | Tester press “W” to move forward. | | - | The model should move forward with smooth animations. | |  |  | |  |
| 5. | Tester press “A” to move left. | | - | The model should move left with smooth animations. | |  |  | |  |
| 6. | Tester press “S” to move backward. | | - | The model should move backward with smooth animations. | |  |  | |  |
| 7. | Tester press “D” to move right. | | - | The model should move right with smooth animations. | |  |  | |  |
| 8. | Repeat steps No. 3 to 7 with all other models. | | - | All other models should move to the respective directions -with smooth animations. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Characters Walking Animations are smooth and fluid.  The animation transitions display no flaws. | | | | | | | | | |