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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-MV-WK-UT-v0.1a-04 | | | | | | | |
| **Test Title** | | Unit Test on Walking Mechanics | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Movement (MV) | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Beckett | | | **Execution Date** | | | 12 December 2009 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to conduct a White Box testing on the walking mechanics in the game with the reference of the source code. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * A simple model is prepared. * Walking mechanics with 4 directions is coded into the model. * 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 the simple model prepared. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester press “W” to move forward. | | - | The simple model moves forward. | |  |  | |  |
| 2 | Tester press “A” to move left. | | - | The simple model moves left. | |  |  | |  |
| 3. | Tester press “S” to move backwards. | | - | The simple model moves backward. | |  |  | |  |
| 4. | Tester press “D” to move right. | | - | The simple model moves right. | |  |  | |  |
| 5. | Repeat steps No. 1 to 5 100 times. | |  | The simple model should move to the correct direction for 100 times. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| Walking mechanic work perfectly and display no unexpected behaviours and flaws. | | | | | | | | | |