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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-QST-SEQ-UT-v0.1b-01 | | | | | | | |
| **Test Title** | | Unit Test on Quest Sequence | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | Unit Test | |
| **Test Category** | | Quest (QST) | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Roy, Tim, Joe | | | **Execution Date** | | | 1 April 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the whether the quest sequence fulfils the development requirement of emphasize more on player exploration. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Character models with combat, health, mana and stamina mechanics, props, equipment and environment are prepared and loaded into the test build TESV\_v0.1b. * Quest related NPCs are all programmed and loaded into the test build TESV\_v0.1b. * 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. | Testers choose the quests they want to test. | | - | All tester must cover all the quests and each tester must have at least 20 quests. | |  |  | |  |
| 2. | Quest acquired. | | - | The quest log pop up on screen and the uncompleted parts of the quest guide are marked uncompleted. | |  |  | |  |
| 3. | Testers follow the quest guide and complete the quest part by part. | | - | Completed part of the quest guide will be marked completed. | |  |  | |  |
| 4. | Completed all parts of the quest guide. | | - | Quest completed message pop up and testers gain reward. | |  |  | |  |
| 5. | Repeat steps No. 2 to 4 until all the chosen quest are tested. | | - | The chosen quests will have the elements that requires player exploration. | |  |  | |  |
| 6. | Exchange the chosen quests with another test mate and retest the quest again while comparing the previous result with the current result. | | - | All the quest will have elements that requires player exploration and the previous test results should match the current test results. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the quests fulfilled the development requirement of emphasize on player exploration. | | | | | | | | | |