|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-RGT-ST-v0.1a-ALL | | | | | | | |
| **Test Title** | | System Regression Test | | | | | | | |
| **Test Priority** | | High | | | **Test Level** | | | System Test | |
| **Test Category** | | Regression Test (RGT) | | | **Test Type** | | | Regression Test | |
| **Tester Name** | | ALL members of Testing Department | | | **Execution Date** | | | 26 December 2010 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This is a regression test to test the entire game system when the game has all the fundamental features. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * All the development progress done until 25 December 2010 will be loaded into the test build TESV\_v0.1a. * Development team is standby for any assistance needed. * IT department is standby for any assistance needed. * Desktops with recommended requirements are prepared. * Test begins when the main menu is loaded. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Each test team will pick at least 1 feature category done available in the test build. | | - | All test team will have at least 1 feature category taken. | |  |  | |  |
| 2. | Lead of each team will coordinate the members to conduct test on their chosen feature category. | | - | Each member of the team will have at least 1 test case from the Lead to test the game. | |  |  | |  |
| 3. | After the test, team members have in their test reports to the Leads for compilation. | | - | Leads obtain all the test report from their team members. | |  |  | |  |
| 4. | Leads generate a test summary for the Quality Assurance Manager or Quality Control Manager. | | - | Quality Assurance Manager and Quality Control Manager obtain the test summary from the Leads and they will schedule future tests. | |  |  | |  |
| 5. | Quality Assurance Manager and Quality Control Manager generate defect reports for the development team to carry out their fixes. | | - | Development team obtained the defect reports, after that fix the game and dispatch the latest fixes. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the deliverables are submitted to the correct personnel and the defect reports are submitted to the development team. | | | | | | | | | |