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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-UI-MUI-UT-v0.1b-04 | | | | | | | |
| **Test Title** | | Unit Test on Menu UI Mechanics | | | | | | | |
| **Test Priority** | | Middle | | | **Test Level** | | | Unit Test | |
| **Test Category** | | UI | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Demson | | | **Execution Date** | | | 20 April 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of Menu UI including scene managements with reference of source codes. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Main menu scene, options scene, load scene, are coded, prepared and loaded into test build TESV\_v0.1b. * Desktop with recommended requirements is prepared. * Test begins when the tester is loaded into the main menu. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to examine the button on main menu able to load other scenes. | | - | Options button loads options scene.  Load button loads load scene.  Quit button will display quit game pop up. | |  |  | |  |
| 2. | Tester is required to go in game. | | - | Tester is in the play screen. | |  |  | |  |
| 3. | Repeat steps No.1 with the in game pause menu, inventory menu, skills menu, equipment menu, upgrade menu. | | Press “I” for Inventory menu, press “R” for skills menu, press “Q” equipment menu and press “N” for upgrade menu. | The in game pause menu, inventory menu, skills menu, equipment menu and upgrade menu all will boot up the correct menu or the correct scene. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All Menu UI display no flaws and links to the correct scene or menu. | | | | | | | | | |