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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-UX-GUX-UT-v0.1b-03 | | | | | | | |
| **Test Title** | | Unit Test on In Game Visual Effects | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | UX | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Ken | | | **Execution Date** | | | 1 May 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the In Game Visual Effects fits the theme of Skyrim and fulfils the development requirement of Immersive world with a more realistic elements. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * In game visual effects 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 play screen. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to test  -Soot effect from fire,  -Wind blow effects,  -Wet effect,  -Blood splat effects, for their placement and suitability to theme of Skyrim. | | Soot effect from fire can be obtained from a burning torch.  Wind blow effects can be obtained in snow fields or windy places.  Wet effects can be obtained by coming on land from water.  Blood splat effects can be obtained by damaging or being damaged. | The visual effects fit the theme of Skyrim and the placement of the visual effects is suitable. | |  |  | |  |
| 2. | Recommendations from the tester is needed. | |  | Tester give recommendation for the development team to develop more immersive world. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the In Game Visual Effects fit the theme of Skyrim, with suitable placement and made the game more immersive. | | | | | | | | | |