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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-UX-GUX-UT-v0.1b-07 | | | | | | | |
| **Test Title** | | Unit Test on In Game Visual Effects Mechanics | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | UX | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | George, Jeff, Chin | | | **Execution Date** | | | 10 April 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of the In Game Visual Effects. | | | | | | | | | |
| **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 observe  -Soot effect from fire,  -Wind blow effects,  -Wet effect,  -Blood splat effects, for their intensity and duration. | | 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. | Tester is able to see the visual effects. | |  |  | |  |
| 2. | Tester is required to fine tune the intensity, duration of the visual effects until the feedback is just enough. | | The in game visual effects are in the suitable intensity and duration. |  | |  |  | |  |
| 3. | Repeat steps No.1 and 2 to retest the fine tuned visual effects. | | The fine tuned visual effects should work better after the fine tune process. |  | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the In Game Visual Effects works properly, with the correct intensity and duration without any flaws or unexpected issues. | | | | | | | | | |