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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-UX-MUX-UT-v0.1b-02 | | | | | | | |
| **Test Title** | | Unit Test on Menu Visual Effects | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | UX | | | **Test Type** | | | Acceptance Test | |
| **Tester Name** | | Laila | | | **Execution Date** | | | 15 May 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test whether the Menu Visual Effects fits the theme of Skyrim, effectiveness of the visual effects and fulfils the development requirements Immersive world with more realistic elements. | | | | | | | | | |
| **Entry Criteria** | | | | | | | | | |
| * TESV\_v0.1b is prepared and ready to use. * Main menu scene, options scene, load scene with menu 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 main menu. | | | | | | | | | |
| **Test Procedure** | | | | | | | | | |
| **No.** | **Execution Steps** | | **Required Data** | **Expected Result** | | **Test Result** | **Pass/**  **Fail** | | **Remarks** |
| 1. | Tester is required to examine the particle effects, mouse click effects and highlight effects. | | - | The particle effects fit the theme of Skyrim. The mouse click effect and highlight effect give suitable feedback to the user. | |  |  | |  |
| 2. | Tester is required to go in game. | | - | Tester is in 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 give suitable feedback to the user and fit the theme of Skyrim. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the particle effects, mouse click effects and highlight effects managed to give decent feedback to the users and they all fit the theme of Skyrim. | | | | | | | | | |