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| **Test Case** | | | | | | | | | |
| **Test Case ID** | | TC-UX-MUX-UT-v0.1b-08 | | | | | | | |
| **Test Title** | | Unit Test on Menu Visual Effects Mechanics | | | | | | | |
| **Test Priority** | | Low | | | **Test Level** | | | Unit Test | |
| **Test Category** | | UX | | | **Test Type** | | | Functional Test | |
| **Tester Name** | | Jamal, Freya, Drake | | | **Execution Date** | | | 1 May 2011 | |
| **Author Name** | | Lee Choon Meng | | | | | | | |
| **Test Case Description** | | | | | | | | | |
| This test case is designed to test the functionality of Menu Visual Effect with the reference of source codes. | | | | | | | | | |
| **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 observe the intensity of particle effects, mouse click effects and highlight effects. | | - | Tester is able to see particle effects, mouse click effects and highlight effects. | |  |  | |  |
| 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. | | - | The in game pause menu, inventory menu, skills menu, equipment menu and upgrade menu all have their particle effects, mouse click effects and highlight effects displayed without problem. | |  |  | |  |
| 4. | Tester is required to fine tune the intensity, duration of the particle effects, mouse click effects and highlight effects until the feedback is just enough. | | - | The in game pause menu, inventory menu, skills menu, equipment menu displayed their visual effects in the suitable intensity and duration. | |  |  | |  |
| 5. | Repeat steps No. 1 and 5 to retest the fine tuned visual effects. | | - | The fine tuned visual effects should work better after the fine tune process. | |  |  | |  |
| **Exit Criteria** | | | | | | | | | |
| All the particle effects, mouse click effects and highlight effects displays in the correct intensity, duration without any flaws, inconsistency and unexpected issues. | | | | | | | | | |