Catalog Based Testing

Elementary Items

DEF 1 'enemy' is the name of an object

DEF 2 enemy has two states: 'patrol' state and 'chase' state

DEF 3 object controlled by player is called 'player'

DEF 4 the animator decides which sprite to play for the enemy

VAR 1 playerPos: a vector containing an object's position, rotation, and scale

VAR 2 distanceFromPlayer: a float number

VAR 3 mySpeed: a float number

PRE 1 (*assumed*) enemy has correct movement sprites

PRE 2 (*assumed*) enemy has physics

PRE 3 (*validated*) there is an object with tag 'player' in the scene

PRE 4 (*validated*) enemy gets the player's position

POST 1 if enemy is moving, animator should play correct sprite, i.e. if enemy is moving left, animator plays sprite that makes enemy look like it is moving left

POST 2 if enemy is in 'patrol' state, enemy moves in a predetermined pattern around the scene

POST 3 if player is in range, enemy transitions to the 'chase' state

POST 4 if enemy is in 'chase' state, enemy moves towards player

POST 5 if enemy is in 'chase' state and player moves out of range, enemy transitions to the 'patrol' state

OP 1 transition between states

Set of Test Cases

PRE 3:

    TC-PRE3-1 there is an object in the scene called 'player'

    TC-PRE3-2 there is not an object in the scene called 'player'

PRE4:

    TC-PRE4-1 enemy gets the player's position

    TC-PRE4-2 enemy does not get the player's position

POST 1:

    TC-POST1-1 correct sprite is shown when enemy moves

    TC-POST1-2 incorrect sprite is shown when enemy moves

POST 2:

    TC-POST2-1 enemy is in patrol state

    TC-POST2-2 enemy is not in patrol state

POST 3:

    TC-POST3-1 player is in range

    TC-POST3-2 player is not in range

Complete Catalog

TC-POST1-1 correct sprite is shown when enemy moves
TC-POST1-2 incorrect sprite is shown when enemy moves
TC-POST2-1 enemy is in patrol state
TC-POST2-2 enemy is not in patrol state
TC-POST3-1 player is in range
TC-POST3-2 player is not in range
TC-VAR2-1 position is greater than or equal to 8
TC-VAR2-2 position is less than 8
TC-DEF2-1 enemy is in patrol state
TC-DEF2-2 enemy is not in patrol state
TC-DEF2-3 enemy is in chase state
TC-DEF2-4 enemy is not in chase state
TC-OP1-1 state is patrol
TC-OP1-2 state is chase