

Genesis Combat Testing (r251-r253)

Tests

- 1** *Mob Aggro - these tests must be performed with spawns having small regions; spawns with narrow regions; and spawns with normal, large regions. (See supplemental section)*
- 1.1** **Once aggroed, the target mob will attack you, chase you, or run away.**
- 1.1.1** *Procedure: Observe target mob behavior when performing the below tests.*
- 1.1.2** *Expected result: Once aggroed, the target mob will attack you, chase you, or run away. It should not stand around idle.*
- 1.1.3** *Document: Note down any anomalous results. Please document the mob name, what it was doing, the target's position, your position, and the 3d and 2d distance between you and the target.*

1.2 Target mob will continue to attack you while you are in its home region.

1.2.1 Procedure:

1.2.1.1 Enter mob's home region and begin attacking it. Focus on strategies that prolong battle, rather than single-hit kills. Make sure to try strategies that involve moving around as well as ones that involve standing still. Do not exit the mob's home region. (Will provide diagrams later)

1.2.1.2 Kill the target.

1.2.1.3 Repeat with at least 4 instances and 3 regions.

1.2.2 *Expected result: Target mob(s) will continue to attack you or someone else until they die. (Or all players in the home region are dead.)*

1.2.3 *Document: Brief description of each strategy attempted and number of targets killed with each strategy. Note whether each attempt had the expected results or not. If anomalous results were observed, please document the result and if possible, how to replicate it.*

1.3 Target mob will continue to attack when you are outside its home region unless it breaks off attack due to one of the conditions below.

1.3.1 Procedure:

1.3.1.1 Attack a mob from outside of its home region.

1.3.1.2 Draw it outside of its home region and repeat test 1.2, except do not enter the mob's home region, and try to keep the battle outside of it too.

1.3.1.3 Do not draw the target more than 70m from the nearest point in its home region.

1.3.1.4 Kill the target.

1.3.1.5 Repeat with at least 4 instances and 3 regions.

1.3.2 *Expected result: The target mob(s) will continue to attack you or someone else until they die. (Or all players in the home region are dead.)*

1.3.3 *Document: Brief description of each strategy attempted and number of targets killed with each strategy. Note whether each attempt had the expected results or not. If anomalous results were observed, please document the result and if possible, how to replicate it.*

1.4 Target mob will break off attack and return to home region when you are less than ~100m from the nearest point in the mob's home region AND you have managed to get at least 75m away from the mob.

1.4.1 Procedure:

1.4.1.1 Create a hotkey macro that continually executes /distanceto3 every 0.5 seconds.

1.4.1.2 Select a target mob, attack it, then drag the mob outside of its home region.

1.4.1.3 Stay within 70m of the boundary of the home region (but still outside of it) at all times.

1.4.1.4 When the target is within melee range, strike it once, then activate the hotkey macro.

1.4.1.5 Make sure the target is selected, and attempt to *run* away from the mob in a straight line.

1.4.1.6 Remember to stay within 70m of the region boundary.

1.4.1.7 Observe the target behavior and the output from the hotkey macro.

1.4.1.8 Test at least 4 mob instances and 3 regions.

1.4.2 *Expected result: When /distanceto3 reaches 75, and not before, the target should give up the chase and return to its home region.*

1.4.3 *Document: Mob and approximate start and end points of the run, as well as whether or not the expected result was observed. If an anomalous result was observed, please describe the result, and if possible, how to replicate it.*

1.5 Target mob will break off attack and return to home region when you are less than ~100m from the nearest point in the mob's home region AND you have dragged the mob more than 50m from the last attack location.

1.5.1 Procedure:

1.5.1.1 Create a hotkey macro that continually executes /distanceto3 every 0.5 seconds (you can re-use the one from test 1.4).

1.5.1.2 Work with a non-grouped partner and establish an arbitrary point outside of the home region. Your partner will stand at that point and act as measurement anchor.

1.5.1.3 Select a target mob, attack it, then drag the mob outside of its home region.

1.5.1.4 Stay within 70m of the boundary of the home region (but still outside of it) at all times.

1.5.1.5 Drag the target over to your partner, strike the target.

1.5.1.6 Select your partner and activate the hotkey macro.

1.5.1.7 Kite the target (maintain sufficient distance so that it is always chasing and not trying to attack) away from your partner.

1.5.1.8 Observe the target behavior and the output from the hotkey macro.

1.5.1.9 Test at least 4 mob instances and 3 regions.

1.5.2 *Expected result: When /distanceto3 reaches a little over 50 (when the target is approximately 50m away from your partner), the target should give up the chase and return to its home region, provided it has not received nor attempted to deal any attacks during the kiting procedure.*

1.5.3 *Document: Mob and approximate start and end points of the run, as well as whether or not the expected result was observed. If an anomalous result was observed, please describe the result, and if possible, how to replicate it.*

1.6 Target mob will break off attack and run away when you drag it more than 100-150m from nearest point in the mob's home region

1.6.1 Procedure:

- 1.6.1.1 Create a hotkey macro that continually executes /distanceto3 every 0.5 seconds (you can re-use the one from test 1.4).**
- 1.6.1.2 Work with a non-grouped partner and have the partner stand approximately on a mob's home region boundary.**
- 1.6.1.3 Select your partner and start the hotkey macro.**
- 1.6.1.4 Move away from your partner so that relative to you, your partner is the closest point to the region, and you are moving away perpendicular to the region.**
- 1.6.1.5 When /distanceto3 reads 150m, stop moving, stop the macro, and note some convenient landmarks.**
- 1.6.1.6 Return to your partner.**
- 1.6.1.7 Attack a mob**
- 1.6.1.8 Do everything in your control to kite it out to the landmarks you established earlier.**
- 1.6.1.9 Repeat this test for at least 4 mob instances in 3 regions.**

1.6.2 *Expected Result: The target mob will break off its attack and run away from you as fast as possible as you approach the 150m landmark. If you have dealt any damage to the target, it should begin healing at the same time.*

1.6.3 *Document: Mob, partner position, 150m position, landmarks, and whether the expected result was observed or not. If anomalous results are observed, please note them down, and if possible, how to reproduce them.*

2 *Weapon Range*

2.1 Clicking a hotkey that activates an ability or spell before moving will not leave the hotkey grayed out.

2.1.1 *Procedure*

2.1.1.1 Create a hotkey that activates a self-targeting ability. (e.g. Refreshing Breeze)

2.1.1.2 Create a hotkey that activates a targeted ability. (e.g. Gold Rage)

2.1.1.3 Create a hotkey that activates a spell. (e.g. Promote Vitality)

2.1.1.4 Create a hotkey that 'uses' an item. (e.g. Eat food)

2.1.1.5 Log out.

2.1.1.6 Log back in, but don't move your character.

2.1.1.7 Attempt to activate the hotkeys created in 2.1.1.1 - 2.1.1.4.

2.1.2 *Expected Results: Each hotkey should immediately return to its ready state and you should receive a feedback message suggesting that you move around first.*

2.1.3 *Documentation: Please list the spells, abilities and item(s) used for each hotkey. Indicate whether clicking on each hotkey generated the expected results. If anomalous results were observed, please describe them, and if possible, how to recreate.*

2.2 Melee attacks can be initiated as far away as 5m from the target (but no more than 5m)

2.2.1 Procedure

2.2.1.1 Create a hotkey that performs the single command: /distanceto3

2.2.1.2 Approach a non-aggro target mob and, while clicking on the hotkey in 2.2.1.1, close until you are slightly over 5m away (5.5-7m is good enough).

2.2.1.3 Attempt to execute a melee attack (standard attack, Gold Rage, etc.).

2.2.1.4 The attempt should fail (You are too far)

2.2.1.5 Close to just under 5m away (4-4.9m is good enough)

2.2.1.6 Attempt to execute a melee attack (standard attack, Gold Rage, etc.).

2.2.1.7 The attempt should succeed.

2.2.1.8 Try at least 4 instances and 3 different regions.

2.2.2 *Expected Results: The attempt in 2.2.1.4 should fail and the one in 2.2.1.6 should succeed.*

2.2.3 *Documentation: Please document the mobs you have tried, and whether or not each attempt had the expected results. Please describe any anomalous results, and if possible, how to recreate them.*

2.3 Mob Weapon Range

2.3.1 Procedure

2.3.1.1 Create a hotkey that executes the single command /distanceto3

2.3.1.2 Pick a target mob that is at the maximum range of your longest ranged attack.

2.3.1.3 Attack the target mob and begin clicking the hotkey in 2.3.1.1 to watch it close.

2.3.1.4 Note the distance and name of the target's first counter-attack.

2.3.1.5 Kill the target.

2.3.1.6 Repeat with at least 4 instances and 3 regions.

2.3.2 *Expected Results: Most attacks do not have a range of more than 50m. Melee attacks have a range of 5m. Since you may not have access to attack range data, just document and move on.*

2.3.3 *Documentation: Please create a table of mob name, attack name, and distance the attack was attempted.*

2.4 Use of a ranged weapon within melee range results in a warning

2.4.1 Procedure

2.4.1.1 Create a hotkey that executes the single command /distanceto3

2.4.1.2 Select a non-aggro target as close to just outside of melee range (5-7m is good enough)

2.4.1.3 Attempt to attack the target. Your attack should succeed and you should receive no warning.

2.4.1.4 Allow the target to close to less than 5m.

2.4.1.5 Attempt to attack the target again. Your attack should succeed and you should receive a warning about being too close.

2.4.1.6 Kill the target.

2.4.1.7 Repeat with at least 4 instances. This isn't a region-dependent or mob-dependent issue, so no extra regions required.

2.4.1.8 Watch for this warning when performing other tests.

2.4.2 *Expected results: You should receive a feedback warning only at the conditions of step 2.4.1.5 and only if you are attacking with a ranged weapon (bow-type). Spell attacks and abilities should never generate this warning.*

2.4.3 *Documentation: Please record the mob and whether or not the expected results were observed. If any anomalous results (particularly receiving the warning when you shouldn't) are observed, please note the mob, location, weapon you were using, and approximate distance (/distanceto3) to the target.*

3 Breaking Stuff

3.1 Hotkeys become grayed out in combat

3.1.1 Procedure:

3.1.1.1 Familiarize yourself with the conditions to recreate this bug on Blight or Live.

3.1.1.2 Attempt to recreate this bug on Genesis.

3.1.2 Expected Results: You should not be able to recreate this bug on Genesis.

3.1.3 Documentation: Please describe the technique you used to recreate the bug and whether or not you were successful on Genesis.

3.2 “Target out of range” error when attempting melee attack on target that is not of range

3.2.1 Procedure:

3.2.1.1 Familiarize yourself with the conditions to recreate this bug on Blight or Live.

3.2.1.2 Attempt to recreate this bug on Genesis.

3.2.2 Expected Results: You should not be able to recreate this bug on Genesis.

3.2.3 Documentation: Please describe the technique you used to recreate the bug and whether or not you were successful on Genesis.

4 Subjective Combat Experience

4.1 Solo and small-group

4.1.1 Procedure

4.1.1.1 Familiarize yourself with combat on Blight or Live with at least two of the mobs listed in the supplemental section.

4.1.1.2 In a small group or solo, attempt to perform similar combat on Genesis and compare the subjective feel between Blight/Live and Genesis.

4.1.1.3 Repeat for at least 10 instances and two mob types.

4.1.2 *Expected Results: The subjective combat feel on Genesis should be similar or better than that of Blight/Live.*

4.1.3 *Documentation: List the mob and your evaluation of the comparison of the feel of combat on Genesis versus Blight/Live.*

4.2 Boss and Epic Mobs

4.2.1 Procedure

4.2.1.1 Familiarize yourself with combat on Blight or Live with at least two of the Epic/Boss mobs listed in the supplemental section.

4.2.1.2 Attempt similar combat on Genesis and compare the subjective feel between Blight/Live and Genesis.

4.2.1.3 Repeat with a different mob.

4.2.2 *Expected Results: The subjective combat feel on Genesis should be similar or better than that of Blight/Live.*

4.2.3 *Documentation: List the mob and your evaluation of the comparison of the feel of combat on Genesis versus Blight/Live.*

Supplemental

1.1 Mundane mobs

(once these are settled, I'll try to get images of their home regions)

1.1.1 *High level, small region*

1.1.1.1 Undead on Alged, near the landing pad.

1.1.2 *High level, narrow region*

1.1.2.1 Undead within the walled passages in Eastern Deadlands.

1.1.2.2 Blight Hounds near Harro.

1.1.3 *Mid level, narrow region*

1.1.3.1 Enslavers in Draak

1.1.3.2 Ghostly Dragons near Draak

1.1.4 *Mid level, small region*

1.1.4.1 Undead in Northern Deadlands, outside of the Southern gate and east of the road.

1.1.5 *Non-aggro*

1.1.5.1 Grulets on New Trismus

1.2 Epic/Boss mobs

1.2.1 *General Reklar*

1.2.2 *Kaa*

1.2.3 *Lem*

1.2.4 *Fafnir the Defiler*

1.3 Client Preparation

1.3.1 *Commands - please make sure the following commands work on your client*

1.3.1.1 */distanceto2 - displays the 2d distance between your character and the selected target.*

1.3.1.2 */distanceto3 - displays the 3d distance between your character and the selected target.*

1.3.2 *Hot Keys - please familiarize yourself with the creation of hotkey macros, in particular, executing a hotkey from a hotkey macro to create a loop.*

1.3.3 *Support logs - please familiarize yourself with launching with support logs enabled, and the location of the support logs. You should always test with support logs enabled. (note: this launcher preference is not sticky -- it must be enabled before each launch)*

1.3.4 *Recording - You may want to use a recording tool like Fraps to record interesting results. Otherwise, screenshots may help as well.*