**Part A**. Test environment after agent actions: Computer vision methods, Pose extractions (using scripted agents, or Part B agents)

Tasks:

* Extend the framework that we have with many other tests from the documentation
* Provide a set of hardcoded scripts that mimics the GameAgent. This is how game development will handle these. E.g.: Spawn an enemy then make your character walk around to see if he gets killed (AI testing).

**Part B**. Agents that play Reinforcement learning agents: E.g. You want to check collisions in a game => Reward and how many objects are hit by the agent.

**Part C**. Automatically find testing opportunities using fuzzing / functional testing.0

Blueprints tests: https://www.youtube.com/watch?v=DtbyC1OBpFg (Unity, Bolt) , similar in Unreal. Find crashes, do code coverage etc.