**Unit Tests:**

Boat:

* SteerLeft - Tests that the boat moves left if in the river but does not move left if at or over the left bank.
* SteerRight - Tests that the boat moves right if in the river but does not move right if at or over the right bank.
* MoveForward  - Tests the boat moves the correct distance forward.
* IncreaseSpeed - Tests that speed increases if the boat is not tired and is below the speed limit and stays the same otherwise.
* DecreaseSpeed - Tests that speed decreases if the boat is above the minimum speed and stays the same otherwise.
* CheckCollisions - Tests that when a boat collides with obstacles that it takes the correct damage, slows down and the obstacles are removed from the lane.
* ApplyDamage - Tests that the correct damage is applied to the boat.
* CheckIfInLane - Tests that this returns true if the boat is in the lane and false otherwise.
* UpdateFastestTime - Tests that the fastest time is updated correctly, including time penalties.
* IncreaseTiredness - Tests that tiredness is increased if below the maximum and stays the same otherwise.
* DecreaseTiredness - Tests that tiredness is decreased if above the minimum and stays the same otherwise.
* Reset - Tests that all affected values are reset to their defaults.
* ResetFastestLegTime - Tests that the fastest leg time is reset to default.
* GetProgress - Tests the correct progress is returned before and after finishing.

Goose:

* ChangeDirection - Tests that the goose always changes to a valid next direction.
* Move - Tests that the goose only moves if it has room in the lane to move forwards in the direction it is facing.

Lane:

* SpawnObstacle - Tests that obstacles are only spawned if the obstacle limit won’t be passed.
* RemoveObstacle - Tests that an obstacle is always removed if it exists in the lane.

Leaderboard:

* UpdateOrder - Tests that the positions on the leaderboard are correctly updated based on leg time.
* GetTimes - Tests that the correct times are returned in the correctly sorted order.
* GetFinalists - Tests that the correct number of boats are returned from the top of the leaderboard in the correct sorted order.
* GetPodium - Tests that 3 boats are returned from the top of the leaderboard in the correct sorted order.

SaveLoadGame:

* SaveGameString - Tests that all the necessary data from the game objects is correctly serialised into a valid JSON string.
* LoadGameString - Tests that a valid JSON string is correctly deserialized into all of the necessary data for the needed game objects.