**Unit Tests:**

Boat:

* [TU01] SteerLeft - Tests that the boat moves left if in the river but does not move left if at or over the left bank.
* [TU02] SteerRight - Tests that the boat moves right if in the river but does not move right if at or over the right bank.
* [TU03] MoveForward  - Tests the boat moves the correct distance forward.
* [TU04] IncreaseSpeed - Tests that speed increases if the boat is not tired and is below the speed limit and stays the same otherwise.
* [TU05] DecreaseSpeed - Tests that speed decreases if the boat is above the minimum speed and stays the same otherwise.
* [TU06] 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.
* [TU07] ApplyDamage - Tests that the correct damage is applied to the boat.
* [TU08] CheckIfInLane - Tests that this returns true if the boat is in the lane and false otherwise.
* [TU09] UpdateFastestTime - Tests that the fastest time is updated correctly, including time penalties.
* [TU10] IncreaseTiredness - Tests that tiredness is increased if below the maximum and stays the same otherwise.
* [TU12] DecreaseTiredness - Tests that tiredness is decreased if above the minimum and stays the same otherwise.
* [TU13] Reset - Tests that all affected values are reset to their defaults.
* [TU14] ResetFastestLegTime - Tests that the fastest leg time is reset to default.
* [TU15] GetProgress - Tests the correct progress is returned before and after finishing.

Goose:

* [TU16] ChangeDirection - Tests that the goose always changes to a valid next direction.
* [TU17] Move - Tests that the goose only moves if it has room in the lane to move forwards in the direction it is facing.

Lane:

* [TU18] SpawnObstacle - Tests that obstacles are only spawned if the obstacle limit won’t be passed.
* [TU19] RemoveObstacle - Tests that an obstacle is always removed if it exists in the lane.

Leaderboard:

* [TU20] UpdateOrder - Tests that the positions on the leaderboard are correctly updated based on leg time.
* [TU21] GetTimes - Tests that the correct times are returned in the correctly sorted order.
* [TU22] GetFinalists - Tests that the correct number of boats are returned from the top of the leaderboard in the correct sorted order.
* [TU23] GetPodium - Tests that 3 boats are returned from the top of the leaderboard in the correct sorted order.

SaveLoadGame:

* [TU24] SaveGameString - Tests that all the necessary data from the game objects is correctly serialised into a valid JSON string.
* [TU25] LoadGameString - Tests that a valid JSON string is correctly deserialized into all of the necessary data for the needed game objects.