

Class PlayerTests



Namespace: [Model.Tests](#)

Assembly: ModelTests.dll

```
[TestClass]  
public class PlayerTests
```

Inheritance

[object](#) ← PlayerTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

AddAmmoTest()



```
[TestMethod]  
public void AddAmmoTest()
```

PlayerMovementUpdateTest()



```
[TestMethod]  
public void PlayerMovementUpdateTest()
```