

He Nearly died trying to test game, click to
learn more - Unreal Testing





Unit Tests

- Small (smallest possible)
- Isolated
- Black Box / White Box (Interface vs Methods)



Functional Tests

- Test against feature/function requirements
- Black box
- We kinda don't care what is happening inside functions

Smoke Tests

- Simple, just checking if something is working (not how it is working or what are results)



Unreal Testing

- Unit Tests
 - Functional Tests (C++)
 - Functional Tests (C++ with latent commands)
 - Functional Tests (C++ with specs)
 - Functional Tests (Blueprint)
 - UI Test Image Comparison
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- UI Test (Slate Tests)
 - Gauntlet
 - Python Tests



Unreal Unit Tests

- Kinda Functional Tests ;/
- Couple of assertions
- Only for FStruct type (Ownership of data is not connected to world)



Functional Tests(C++)

- We can test Components or Actors (Level is owner)
- We don't need to have created test level
- We can create temp level



Functional Tests (C++ with latent commands)

- Better building blocks
- Better for time specific test (animation that takes 5s)



Functional Tests (C++ with specs)

- Functional Tests with sugar
- Easy to disable test
- Testing Async Actions
- Handle Latent



Functional Tests (Blueprint)

- Works
- Not so useful
- Needs test level



UI Test Image Comparison

- Simple to create
- Needs source control (comparing diffs)
- Can be tuned

UI Test (Slate Tests) aka Automation Driver

- Not so many use cases
- Hard to find examples

UDN disagree with that statement (Only Slate)





Gauntlet

- Testing Build using AI controller
- Deploying



Python Tests

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Methods for complex cases

- Method stubs
- Mocks