

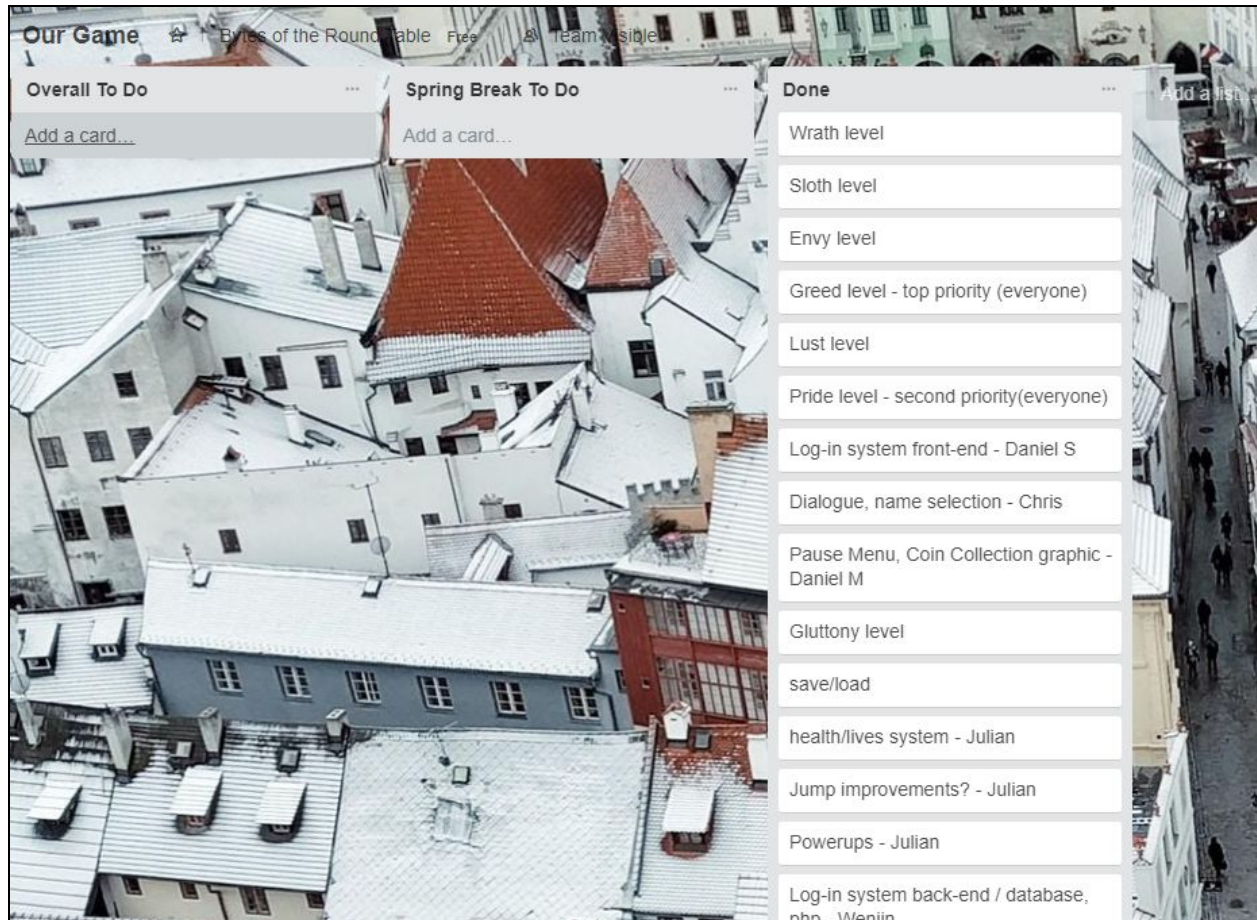
**Project Title:** Ascension

**Team:** Bytes Of The Round Table

- Julian Lambert
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**Project Tracker:**

<https://trello.com>



## Video:

<https://www.youtube.com/watch?v=4NBgyebw07A>

## VCS:

<https://github.com/dm2112/Final-Submission>

## Deployment:

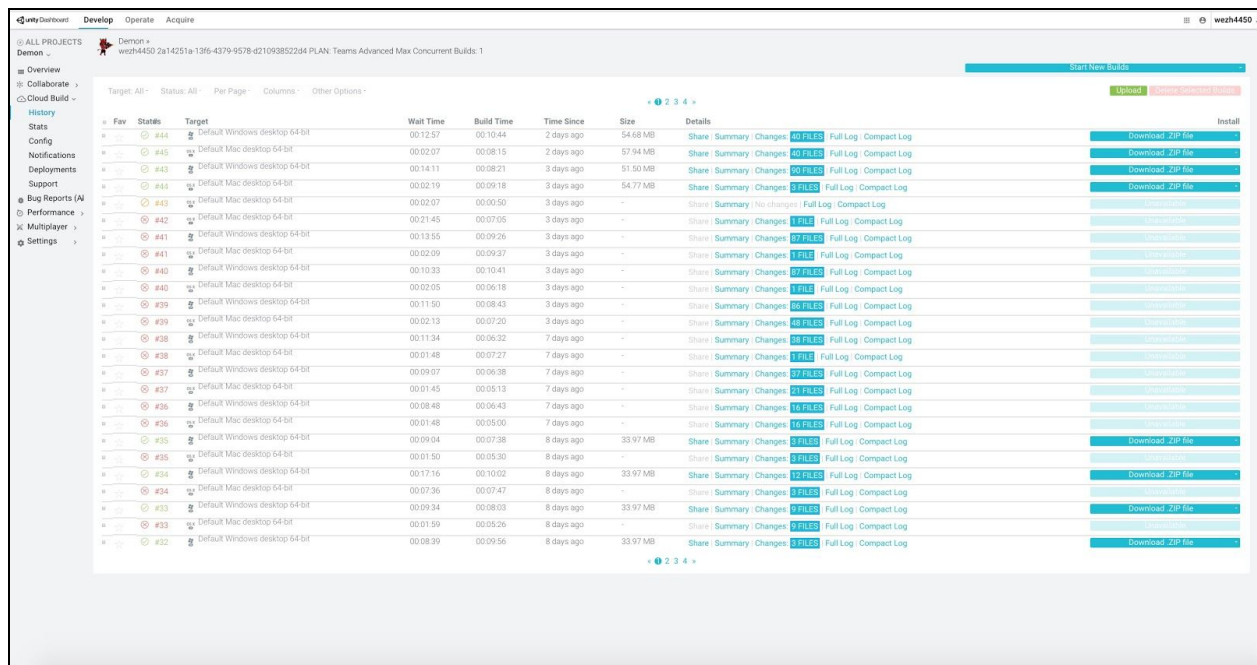
<https://github.com/dm2112/Final-Submission/releases>

## VCS Contribution Screenshots:

- <https://imgur.com/gallery/m3JEq8t>
- Screenshots are from Unity Collab

## Continuous Integration:

### Unity Cloud Build - Unity's Continuous Integration Service



The screenshot displays the Unity Cloud Build interface. On the left, a sidebar contains navigation links: Overview, Collaborate, Cloud Build, History, Stats, Config, Notifications, Deployments, Support, Bug Reports (AI), Performance, Multiplayer, and Settings. The main area shows a table of build jobs. The table has columns for Fav, Status, Target, Wait Time, Build Time, Time Since, Size, Details, and an Install button. The jobs are listed in descending order of build time. The first job is #44, 'Default Windows desktop 64-bit', which completed 2 days ago. Subsequent jobs include #45, #43, #44, #43, #43, #42, #41, #40, #40, #39, #39, #38, #38, #37, #37, #36, #36, #35, #35, #34, #33, #33, and #32. Each job entry includes a status icon, a target name, and a 'Details' link. The 'Details' link for each job points to a page showing 'Share', 'Summary', 'Changes', 'Full Log', and 'Compact Log'. The 'Install' button for each job is labeled 'Download ZIP file'.

Fav	Status	Target	Wait Time	Build Time	Time Since	Size	Details	Install
	Success	#44 Default Windows desktop 64-bit	00:12:57	00:10:44	2 days ago	54.68 MB	Share Summary Changes 40 FILES Full Log Compact Log	Download ZIP file
	Success	#45 Default Mac desktop 64-bit	00:02:07	00:08:15	2 days ago	57.94 MB	Share Summary Changes 40 FILES Full Log Compact Log	Download ZIP file
	Success	#43 Default Windows desktop 64-bit	00:14:11	00:08:21	3 days ago	51.50 MB	Share Summary Changes 40 FILES Full Log Compact Log	Download ZIP file
	Success	#44 Default Mac desktop 64-bit	00:02:19	00:09:18	3 days ago	54.77 MB	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#43 Default Mac desktop 64-bit	00:02:07	00:00:50	3 days ago	-	Share Summary No changes Full Log Compact Log	Download ZIP file
	Success	#42 Default Mac desktop 64-bit	00:21:45	00:07:05	3 days ago	-	Share Summary Changes 1 FILES Full Log Compact Log	Download ZIP file
	Success	#41 Default Windows desktop 64-bit	00:13:55	00:09:26	3 days ago	-	Share Summary Changes 67 FILES Full Log Compact Log	Download ZIP file
	Success	#41 Default Mac desktop 64-bit	00:02:09	00:09:37	3 days ago	-	Share Summary Changes 1 FILES Full Log Compact Log	Download ZIP file
	Success	#40 Default Windows desktop 64-bit	00:10:33	00:10:41	3 days ago	-	Share Summary Changes 67 FILES Full Log Compact Log	Download ZIP file
	Success	#40 Default Mac desktop 64-bit	00:02:05	00:06:18	3 days ago	-	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#39 Default Windows desktop 64-bit	00:11:50	00:08:43	3 days ago	-	Share Summary Changes 86 FILES Full Log Compact Log	Download ZIP file
	Success	#39 Default Mac desktop 64-bit	00:02:13	00:07:30	3 days ago	-	Share Summary Changes 46 FILES Full Log Compact Log	Download ZIP file
	Success	#38 Default Windows desktop 64-bit	00:11:34	00:06:32	7 days ago	-	Share Summary Changes 69 FILES Full Log Compact Log	Download ZIP file
	Success	#38 Default Mac desktop 64-bit	00:01:48	00:07:27	7 days ago	-	Share Summary Changes 1 FILES Full Log Compact Log	Download ZIP file
	Success	#37 Default Windows desktop 64-bit	00:09:07	00:06:38	7 days ago	-	Share Summary Changes 37 FILES Full Log Compact Log	Download ZIP file
	Success	#37 Default Mac desktop 64-bit	00:01:45	00:05:13	7 days ago	-	Share Summary Changes 21 FILES Full Log Compact Log	Download ZIP file
	Success	#36 Default Windows desktop 64-bit	00:08:48	00:06:43	7 days ago	-	Share Summary Changes 16 FILES Full Log Compact Log	Download ZIP file
	Success	#36 Default Mac desktop 64-bit	00:01:48	00:05:00	7 days ago	-	Share Summary Changes 16 FILES Full Log Compact Log	Download ZIP file
	Success	#35 Default Windows desktop 64-bit	00:09:04	00:07:38	8 days ago	33.97 MB	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#35 Default Mac desktop 64-bit	00:01:50	00:05:30	8 days ago	-	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#34 Default Windows desktop 64-bit	00:17:16	00:10:02	8 days ago	33.97 MB	Share Summary Changes 12 FILES Full Log Compact Log	Download ZIP file
	Success	#34 Default Mac desktop 64-bit	00:07:36	00:07:47	8 days ago	-	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#33 Default Windows desktop 64-bit	00:09:34	00:08:03	8 days ago	33.97 MB	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#33 Default Mac desktop 64-bit	00:01:59	00:05:26	8 days ago	-	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file
	Success	#32 Default Windows desktop 64-bit	00:08:39	00:09:56	8 days ago	33.97 MB	Share Summary Changes 3 FILES Full Log Compact Log	Download ZIP file

## Test Cases

[Edit Mode Test]

```
public IEnumerator EditorUtility_WhenExecuted_ReturnsSuccess()
{
    int utility = RunEditorUtilityInTheBackgroud();

    while (utility.isRunning)
    {
        yield return null;
    }

    Assert.IsTrue(utility.isSuccess);
}
```

[Play Mode Test]

```
public IEnumerator GameObject_WithRigidBody_WillBeAffectedByPhysics()
{
    GameObject go;
    go.AddComponent<Rigidbody>();
    int originalPosition = go.transform.position.y;

    yield return new WaitForFixedUpdate();

    Assert.AreNotEqual(originalPosition, go.transform.position.y);
}

public void GameObject_CreatedWithGiven_WillHaveTheName()
{
    int go = new GameObject("MyGameObject");
    Assert.AreEqual("MyGameObject", go.name);
}

public IEnumerator MonoBehaviourTest_Works()
{
    yield return new MonoBehaviourTest<MyMonoBehaviourTest>();
}
```

```
public class MyMonoBehaviourTest : MonoBehaviour, IMonoBehaviourTest
{
    private int frameCount;
    public bool IsTestFinished
    {
        get { return frameCount > 10; }
    }
}
```

```
void Update()  
{  
    frameCount++;  
}  
}
```