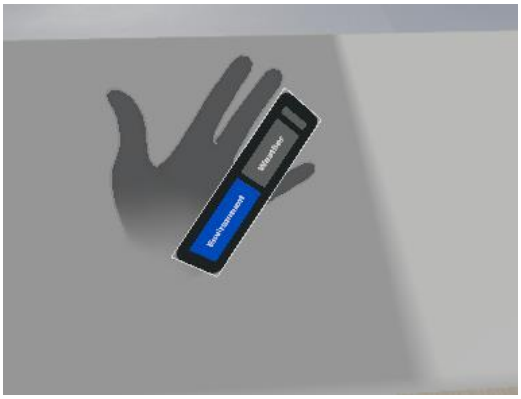
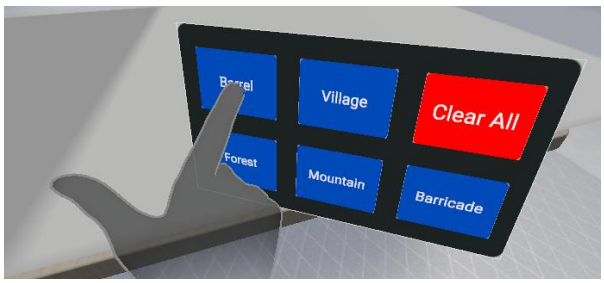
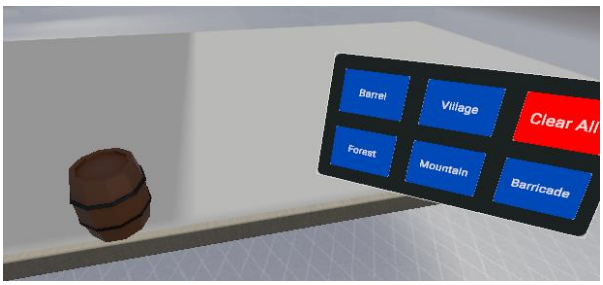
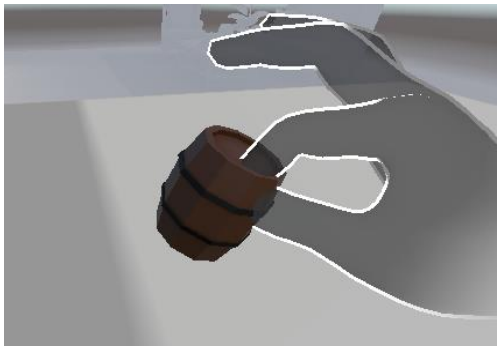
Unit Test

Introduction

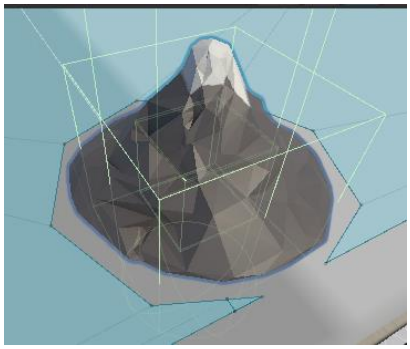
These tests display the basic mechanics of the project in functioning condition. The left-hand column displays a *before* image, and the right-hand column an *after* image. Instructions for how to complete these actions are located within the User Manual under Usage Instructions.

Functional tests

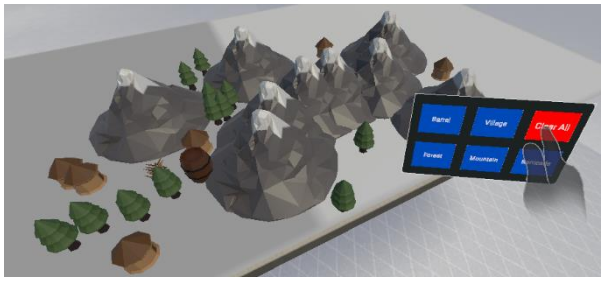
Palm Menu Activation	
	
Spawning Environment Piece	
	
Placing Environment Piece	

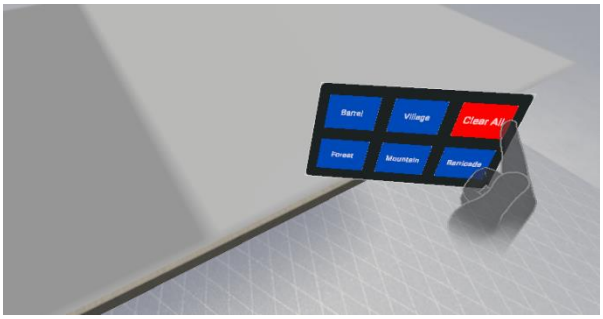


Environment Piece Boundary Demonstration

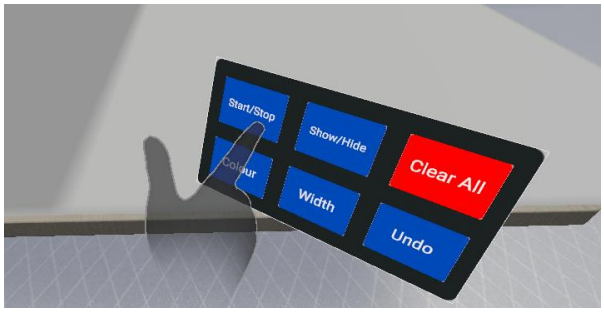


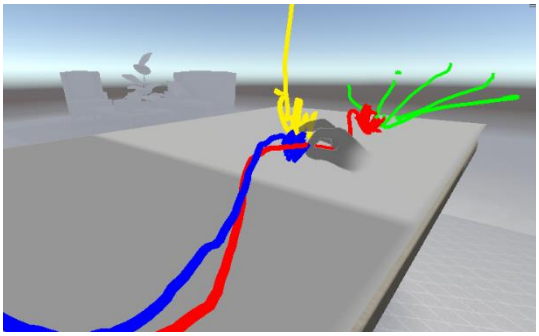
Clear All Environment Entities



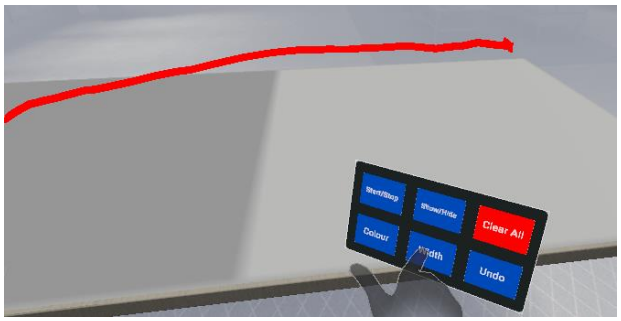


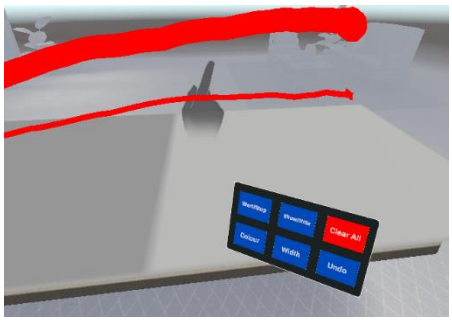
Painting (colour)



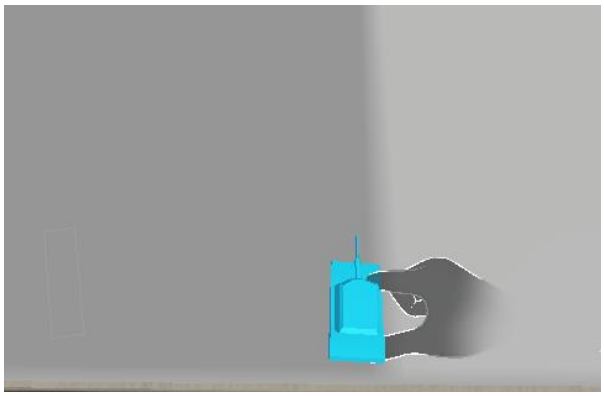


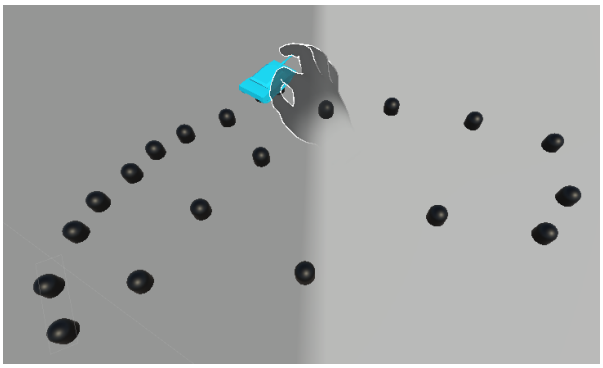
Painting (width)



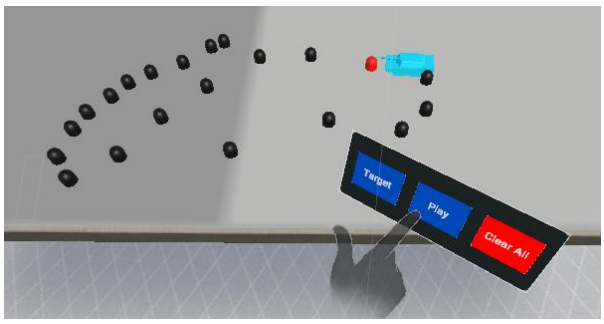


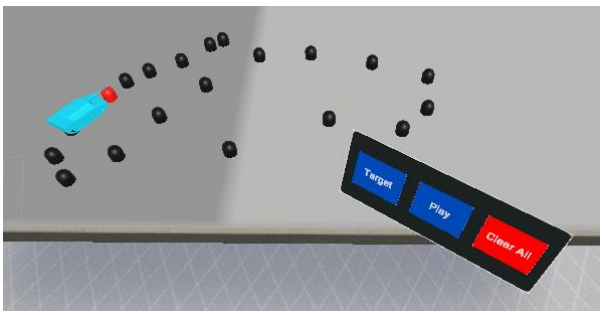
Base Units - Path Creation



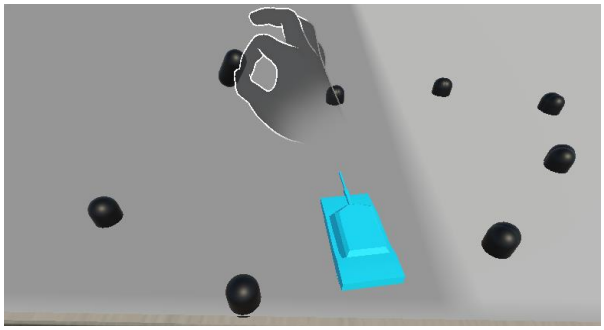


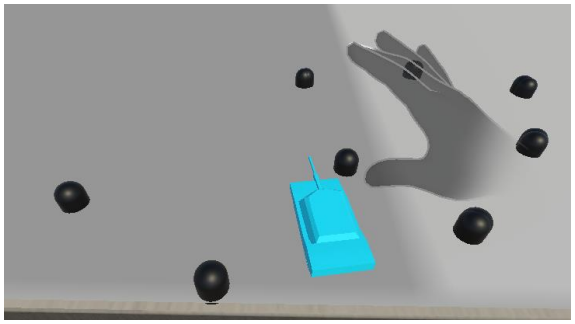
Base Units - Path Following



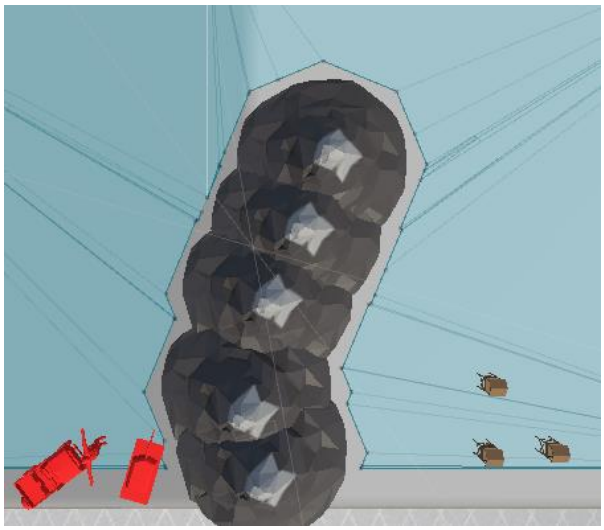


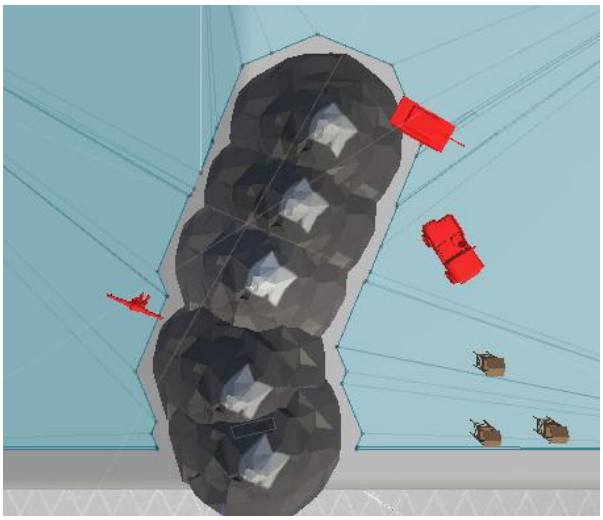
Base Units - Path Editing

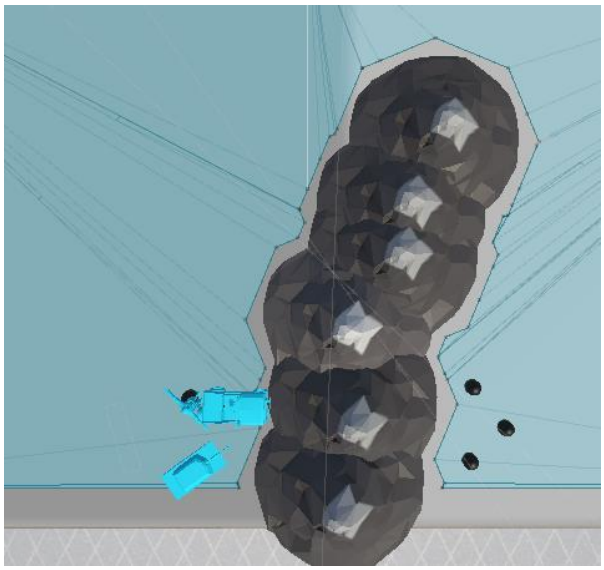


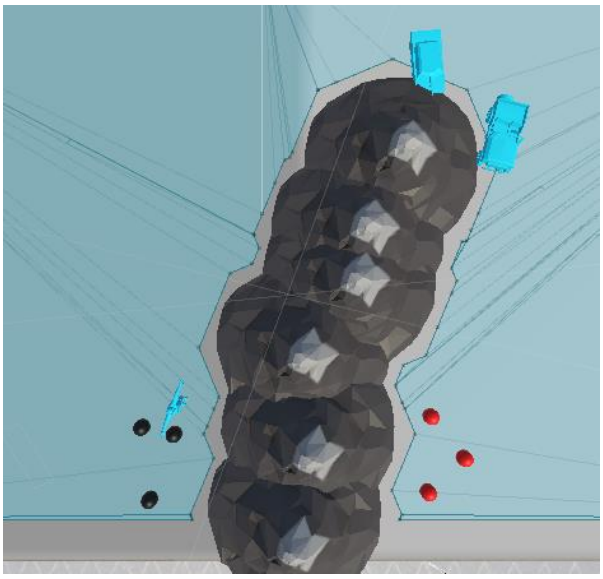


All Unit - Obstacle Avoidance

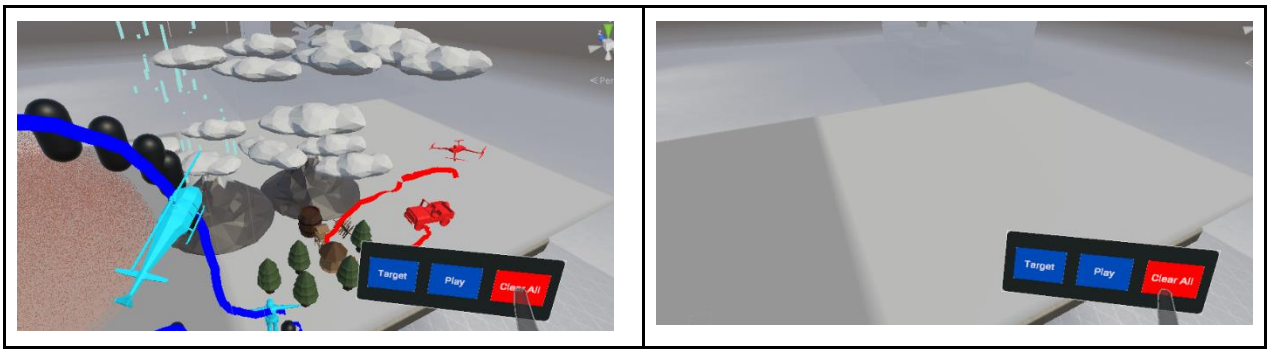








Director Controls - Clear All


Target
Play
Clear All
Target
Play
Clear All