Stress Tests

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What is a stress test?

- The goal is to find the limit at which the system breaks and how it handles crash errors.
  - Varies depending on computer system
  - This may work on a desktop or computer but what if I want this to run on a cellphone?
  - How much you can stress a system? Find the limit and stay within it.
- It also gives valuable information about how the program works when the situation is less than ideal or unexpected

Creating a stress test

001

What element do you want to test?

- Enemy
- Player movement
- Items

002

Write a script to test it

003

Run script & get result

004

Did it meet your expectations? Optimize & re-run

Important Unity Engine Classes

```
//loop
private IEnumerator spawnEnemy(float interval, Rigidbody2D rb)
{
    state = ZomSpawnState.Spawning;
    //Debug.Log("Current Zoms: " + TotalCount);
    Rigidbody2D newZom = Instantiate(rb, new Vector3(Random.Range(-10, 10), Random.Range(-4, 4), 0), Quaternion.identity);
    TotalCount++;
    countTxt.SetText("Zom Count = ", + TotalCount);
    state = ZomSpawnState.Waiting;
    yield return new WaitForSeconds(swarmerInterval);
}
```

Live Demo

THANKS!

Do you have any questions?

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