**Unit Testing**

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short line

**Module**: Player Movement

**Classes:**

* PlayerController.cs, CameraRotation.cs

**Expect Outcome:**

* Player should be able to move their head to control the camera and whichever way they look, the player will move.

**Test Case:**

* Monitoring game scenes turing play testing. Specifically looking at the vector position of the player object, ensuring that it never moves on the z-axis.

**Module:** Level Manager

**Classes:**

* LevelManager.cs

**Expected Outcome:**

* Allows buttons in the game to control movement between scenes using LoadNextScene(), LoadPreviousLevel(), GameOver(), etc.

**Test Case:**

* Checking all of the buttons during play testing to ensure they move to the correct scenes.