**Unit Testing**

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short line

**Module**: Player Movement

**Classes:**

* CockpitDrift.cs, HuDScoreKeeper.cs

**Expect Outcome:**

* Cockpit should drift slightly behind the camera whenever a player turns their head around. The GUI should also follow the same tracking, and have a score updating in real time.

**Test Case:**

* Monitoring game scenes during play testing. Specifically looking at the cockpit’s reaction to camera motion, and making sure the HUD is following correctly with the cockpit, along with the score being updated as the game goes on.

**Module:** Player Movement

**Classes:**

* BulletScript.cs

**Expected Outcome:**

* Pressing the screen, or clicking the A button when a controller is hooked up, will cause the game to shoot a bullet from the cockpit. This bullet should follow the bullet prefab, and also be destroyed within the specified time from the public variable.

**Test Case:**

* Starting the game and making sure the right button causes the correct action, that all the prefabs are correctly innialized. And that the bullets do disappear when they’re meant to.