



Failures 0/10

Godot version: 3.2.3

GUT version: 7.1.0

```
res://tests/unit/test_player.gd
* test_start_no_input_jump
  [Orphans]: 1 new orphan(test).
* test_start_no_direction
  [Orphans]: 1 new orphan(test).
* test_direction_right
  [Orphans]: 1 new orphan(test).
* test_input_jump
  [Orphans]: 1 new orphan(test).
* test_direction_jump
  [Orphans]: 1 new orphan(test).
* test_start_no_input_right
  [Orphans]: 1 new orphan(test).
* test_input_right
  [Orphans]: 1 new orphan(test).
* test_direction_left
  [Orphans]: 1 new orphan(test).
* test_start_no_input_left
  [Orphans]: 1 new orphan(test).
* test_input_left
  [Orphans]: 1 new orphan(test).
[Orphans]: 10 new orphans(script).
10/10 passed.
```

*** Run Summary ***

All tests passed

Totals

Scripts:	1
Tests:	10
Passing asserts:	10
Failing asserts:	0
Pending:	0

10 passed 0 failed. Tests finished in 0.0s

Tests 100%

res://tests/unit/test_player.gd (10)

Scripts 100%

Log Level