To run the stress tests:

1. Launch Godot application  
A black and white background with numbers

Description automatically generated  
(Launch the stable\_mono\_win64.exe which should be around 103MB and not the console version)

2. Select the stress test project(Physics 2D Stress Test/Physics 3D Stress Test)

3. Launch the project

A screen shot of a computer

Description automatically generated

4. Select Tower Collapse(Node) for the results simulated on the results

5. Reorient the Camera if needed(using W/A/S/D and mouse scroll up/scroll down)

6. Select the slider to change the number of cubes as per needed  
A screenshot of a phone

Description automatically generated

7. Launch

8. The profiler/usage statistics for VRAM, etc can be found in the debugger menu in the visual profiler/profiler option

A screenshot of a computer

Description automatically generated

Note: The results presented have been obtained on a laptop with a core I9 13900H and a RTX 4070(140W). Output results may differ on systems with different configurations.