**SFWRENG 4GP6B – V&V Reader’s Guide**

The tests included in the following deliverable are used to test all PUCs and functional requirements mentioned in our Requirements Document. Several cases could not be directly tested, since they required direct input from the user via the keyboard/mouse (which is not supported by NUnit, since input cannot be simulated without 3rd-party libraries).

As well, our Requirements Document will be submitted along with the link to our testing branch. This revision states which numbered unit tests satisfy each PUC and functional requirement. This is denoted by a new highlighted row titled “Unit Test Number” under each requirement, and a new row in the PUC chart.

Our automated unit tests can be found here: (114 tests; 27 pass, 87 fail)

**Assets/Scripts/EditModeTest/CoreGameplayEditMode.cs**

Our automated system tests can be found here: (14 tests; 12 pass, 2 fail)

**Assets/Scripts/PlayModeTest/CoreGameplayPlayMode.cs**

Regular files used for testing can be found here:

**Assets/Scripts**

“Mock” files used for testing can be found here:

**Assets/Scripts/DummyFiles**