Stubs and Test Harnesses

As the module for vehicle movement has unit testing, we will need to construct a test stub. This will incorporate the features of the vehicle module, which will include the ability to move the vehicle, as well as rotating the vehicle and turret separately in order to demonstrate realistic targeting and movement.

In addition to a vehicle test harness, a test stub will need to be developed in order to test the functionality of particle systems module. The harness will be able to demonstrate the various particle system types that the game will implement, as well as test the performance of the program with multiple particle system instances.

Finally, a combined test stub for the two modules will need to be developed for integration testing. This test harness will be constructed in order to facilitate testing of both the vehicle and particle system functionality with each other, for example explosion systems resulting from vehicle attacks, as well as ensuring that modules have not affected each other in unforeseen way (e.g. vehicle attack particle systems affecting movement)