**Testing plan**

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| **Test number** | **Test type** | **Expected result** |
| **1.** | Test scene | Should show three.js world in the background |
| **2.** | Test static plane | Static block should appear on screen and when body’s with physical mass are dropped on it they should interact |
| **3.** | Test plank | Plank should appear on screen with the correct width and length dimensions each block and each block should be connected. |
| **4.** | Test collision ground | The blocks making up the plank and the static plane should collide even though they are the same type of object |