



How to use Unity Test Runner

Quick Start

First you must create a test Assembly folder within your own directory. By right clicking on the area inside your directory where files reside. Then navigating in this order

create->testing->Tests Assembly Folder

Then within that new folder there should be a test assembly definition

Left click on the test assembly definition to then inspect it.

Look at the inspect window, then change the following categories to make it show up inside the test runner:

Under platforms make it only include editor.

Then under Assembly Definition References. Add a new item to the list and then select your Game assembly definition where all of your code assembles to, in order to access any functions defined there.

Now it should show up under the Test Runner. Now all you have to do is add your test scripts.



How to create a new boundary test case

1. Go into your own Tests Assembly Folder
2. Create a new C# Test Script:
 - a. Right click in folder area
 - b. Create
 - c. Testing
 - d. C# Test Script.
3. Open your Test Script in your favorite editor
4. Inside your Test Script you should have some boilerplate that is autogenerated
5. A good example of something that would be a boundary is the upper limit on a certain variable
6. Pass or Fail



How to create a new stress test case

1. Go into your own Tests Assembly Folder
2. Create a new C# Test Script:
 - a. Right click in folder area
 - b. Create
 - c. Testing
 - d. C# Test Script.
3. Open your Test Script in your favorite editor
4. Inside your Test Script you should have some boilerplate that is autogenerated
5. Specifically for stress tests, one good example of code would be something that instantiates a ton of new objects and does a physics operations that cause the physics to break down in unity
6. Go to where it breaks and report where it breaks



How to run a test and interpret the results

1. Open Unity Test Runner by going to:
 - a. Window
 - b. General
 - c. Test Runner
2. Select either Run All Tests or select a test and press run selected.
3. They will either return a green checkmark meaning they passed the assert statement or a red cross meaning they failed