

Chicken Siege Unit Testing

In the testing of chicken siege, my goal was to cover a variety of different scripts and methods. I created a list of 19 tests that cover button functionality, scene loading, boolean swaps, null/true checks and various methods found in scripts. The image below shows the play tests being run in the unity test runner. To view the source code for the tests, see the “TestTesting.cs” file found under ”test/unit_tests” on the github page.

