

## System test case - #7

### Test case details

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Device: Desktop computer, high-end, Windows 11 Home V.24H2 x64

Environment:

- Main branch of project repository
- Most recent commit is  
42e30c4c55601a4c0c120ad46fe81dbcbcaef3f1
- Unity editor version 6000.0.35f1
- Generated runnable .exe via File > Build and run

### Test details

Test case aims to discover how the output files are created when running the built .exe of the simulation. Test is fairly exploratory.

### Test steps and results

1. Build the .exe
  - a. Built in 38 seconds.
2. Run .exe
  - a. Runs successfully
3. Run around to scan points, end execution, examine the folder build was done onto to find files
  - a. Output files generated succesfully to {build dir}/PointCloudDataSets/

## Conclusions

Output files are being generated correctly when using the built executable.