

System and Unit Test Report  
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User Story 1 from Sprint 2: As a programmer, I need to familiarize myself with Unity on zSpace and the zSpace scripts in preparation to complete the final elephant project

1. With the correct Unity project open and correct Unity scene loaded, drag DebugBounds.cs onto main camera (do not add the script again if main camera already has DebugBounds.cs attached to it).
2. Lines and planes should show up demonstrating where the positions of objects should be relative to the camera.

User Story 2 from Sprint 3: As a user, I need to be able to move the elephant around the scene using the stylus.

1. With the correct Unity project open and correct Unity scene loaded, hit play in the Unity Editor.
2. Click the stylus' middle button (button 0) while pointing it anywhere in the project's window.
3. A ball will be created where the stylus is positioned, and the ball will move in the direction the stylus is pointing. \*

\* Note: the Reset () method call responsible for creating the ball is commented out by default, because the ball is, also by default, disabled. The ball should be enabled within the Unity editor, and the method call uncommented within the scripts used to see the functionality of the ball being created and moved.