Entity Testing:

Garibaldi Fish:
- Spawning the garibaldi fish in low and high water environments
- Placing several other entities in the same environment
- Several animation observations in different worlds

Grey Whale:
- Spawn whale in low and high water environment
- Make sure surfaces for air on timely interval
- Observe animations and make sure tail and flippers angle correctly

Colorful Six Armed Star:
- Spawn entity in and out of water, check that it survives in either
- Monitor movement activity, should stay low
- Check hitbox for inconsistencies

Kelp Plant:
- Place under water, check that block resists water flow breakage
- Monitor growth of plant
- Verify that plants growth does not interfere with surrounding water.

Western Gull:
- Check validity of flight pattern and that the entity flies in correct biome
- Ensure the gull switches from walking to flying normally
- Check for proper flying and walking animation of entity

Elephant Seal:
- Attempt to spawn in ocean biome, it should fail to spawn.
- Attempt to spawn in beach biome but far from sand, it should fail to spawn.
- Attempt to spawn in a beach biome above water, it should succeed.
- Attempt to spawn in a beach biome in water, it should succeed.
- Spawn entity in beach biome in the water near the border of another biome, the entity should not travel out of the biome too far before returning. Run repeatedly to ensure behavior matches. Also check logged statements to verify return behavior is being executed.
- Spawn entity and observe it (turn on nightvision). Eventually it should return to a beach.
- Spawn entity and delete its home sand location (check log to locate). When it tries to return to beach it should find a new spot on the beach. Verify via logged information and visual watch the seal beach.
- Spawn entity and delete its home sand location (check log to locate). Also destroy all nearby sand. When it tries to return to beach it should try to find a new spot on the beach but fail and therefore not expect that AI procedure. Verify via logged information and visual watch the seal beach.

Entity Testing (cont.)**:**

Dolphin:

- Spawn whale in low and high water environment...
    - o Make sure surfaces for air on timely interval
    - o Observe animations and make sure tail angles correctly
    - o Make sure sound is correct
    - o Make sure dolphins travel in pods