Unit Testing Test Skeleton

```
[TestGame]
Public class newTest
{
        [SetUp]
        public void loadGame()
        {
                // Loads the game to play and test
        }


        Public void startGame()
        {
                //Starts the game to be played and tested by the user
        }



        Public void test1()
        {
                //Test the mechanics of the math game under a light load
        }



        Public void test2()
        {
                //Test the mechanics of the math game under a heavy load
        }



        Public void unload()
        {
                //Clean up the test and finish running
        }
}
```

```
[TestSite]
Public class newSiteTest
{
        Public void loadSite()
        {
                //Load the website for various testing
        }

        Public void pageTest()
        {
                //Test the various page hyperlinks and reroutes of the site
        }


        Public void objectTest()
        {
                //Test all of the internal of the site such as login, embedded game function,
                donations, and ticket purchases
        }


        Public void stressTest()
        {
                //Test the sites performance under a high load force
        }

        Public void unload()
        {
                //Clean up the test and finish up
        }
}
```