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

}

}