

Unity Optics

Firestore Testing

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1 Testing Methodology

In order to test Firestore, I selectively chose to make the security settings the accessible *Public* setting and then attempt to access the database by making requests to upload data via C# (for Unity) and download data requests via Javascript (for web).

1.1 Upload Data Tests

I wrote `firebaseUnityUploadTest.cs` in order to test this. Within this file I defined a class that contains methods that create a firestore reference to the cloud storage, create a new folder to store sample data, and upload data from a folder of sample JSON data.

1.2 Download Data Tests

I wrote `firebaseUnityDownloadTest.js` that features functions that create a firestore storage reference, download data from the database, and present this data on a web browser. The webpage to display this data is found within `index.html`.

2 Known Issues

As of this revision of *Firebase Testing*, there are no known issues.