Challenges for Unit Testing

* First challenge is that external dependencies are not easy to set up, e.g. some objects with complex initialization might be required.
* Second challenge is that the test verifies specific execution path that requires certain behavior from other classes that are used.
* Finally, calling methods of external classes might lead to some changes in an environment that could not be rolled back, e.g. deleting a real record from a database.

Resource: <http://blogs.unity3d.com/2014/07/28/unit-testing-at-the-speed-of-light-with-unity-test-tools/>

Please refer to Corey Heath.