Before grading the unit testing, please refer to **Corey Heath, since we are using Unity3D.**

User Interface (UI)

* Does the Main Menu exist in the scene? PASSED
* Does the Play button exist in the Main Menu? PASSED
* Does the Instructions button exist in the Main Menu? PASSED
* Is the Play button clickable? PASSED
* Is the Instructions button clickable? PASSED
* Does the Play button take you to the game when clicked? PASSED
* Does the Instructions button take you to the Instructions Panel when clicked? PASSED
* Does the Close button exist in the Instruction Panel? PASSED
* Is the Close Button clickable? PASSED
* Does the Close button take you back to the Main Menu when clicked? PASSED

The Die

* Does the die exist in the scene? PASSED
* Does the die roll when the game launches? PASSED
* Does the die stop when player1 shoots? PASSED
* Does the die roll again after player1 shoots? PASSED
* Does the die stop when player2 shoots? PASSED
* Does the die roll again after player1 shoots? PASSED
* Does the die show the face that indicates the number 1? PASSED
* Does the die show the face that indicates the number 2? PASSED
* Does the die show the face that indicates the number 3? PASSED
* Does the die show the face that indicates the number 4? PASSED
* Does the die show the face that indicates the number 5? PASSED
* Does the die show the face that indicates the number 6? PASSED
* Does the die show unspecific result? PASSED
* Does the die not show numbers less than one? PASSED
* Does the die not show numbers more than six? PASSED
* Does the die return one when one is shown? PASSED
* Does the die return two when two is shown? PASSED
* Does the die return three when three is shown? PASSED
* Does the die return four when four is shown? PASSED
* Does the die return five when five is shown? PASSED
* Does the die return six when six is shown? PASSED

Player 1 (blue)

* Does player1 exist in the scene? PASSED
* Is player1 blue? PASSED
* Does player1 shoot bullets? PASSED
* Are the bullets blue? PASSED

Player 2 (red)

* Does player2 exist in the scene? PASSED
* Is player2 red? PASSED
* Does player2 shoot bullets? PASSED
* Are the bullets red? PASSED

Please, do not forget to refer to **Corey Heath.**