**C4 Software Testing**

For the C4 task we did some research on how we could do software testing, and we found something built in to unity called test runner. This is specifically made for unit testing, something we have very little use of in our game. After some more looking around we found out that there are assets we can get from unity’s asset store but as we were looking for more options in the asset store, there seems that they are not available anymore.

After looking around on YouTube to try to find guides on using the unit test runner we simply concluded that it will only take more time for us to use that feature to test since it does the same thing as user testing with just a little more detail to if a new feature works.

We also have almost nothing to unit test in our game, so the feature is very redundant for our use. So, with how our game is built and with what we add it will be the easiest and most useful for us to use user testing.

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