I uploaded the following files onto my Github account.
- MoreTanks.unity (contains integration tests)
- TankHealth.cs file (modified)
- TankMovement.cs (modified)
- Page2-TestStrategy.pdf

Part 1: Integration Tests

Tank Damage Test
I commented out the Debug statements on lines 54 and 59 for the first integration test case in TankHealth.cs file. I added an assert statement that will print out a message if the current health is less than before shell hit. The end user needs to move towards and shoot at the opposing tank to verify this assertion statement.

FPS Test
I added some logic to calculate the frames per second. You need to uncomment lines 97 and 98 in TankMovement.cs file. You will see the results of the FPS test. I did not add a game pause since I wanted to display FPS results in different occurrences.

Tank Movement Test
I commented out lines 31-36 and 100-106 in TankMovement.cs file. I researched online to get the GameObject m_Instance in TankManager.cs file using this reference link,
https://unitygem.wordpress.com/getComponent-in-c/

I am unable to successfully get that specific GameObject. I display Debug messages whether the tank is visible using lines 100-106. After properly testing these messages, I will borrow similar logic in FPS test to ensure that the tanks are visible for at least 10 seconds.

Part 2: Test Strategy

I did not want to condense my test strategy onto one page since I wanted to be very detailed. I documented different types of testing involved with the Tanks game. I described what bugs are critical to fix that would cause negative user experience.