

Full Test Plan

Testing in Unity

Runtime Test Framework/ "Unity Test Tools"

-sauces-

<http://blogs.unity3d.com/2013/06/02/runtime-tests-unitys-runtime-api-test-framework/>

<http://blogs.unity3d.com/2013/12/18/unity-test-tools-released/>

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

<https://www.assetstore.unity3d.com/en/#!/content/13802>

Usability Testing (not beta testing)

After an almost fully functional prototype has been developed.

We would watch the target audience play the game and collect test data w/ survey follow up.