Unit Testing Evidence

Category	Test ID	Test Name	Test Description	PASS/FAIL	Further Actions
State	UTS1	Initialisation	Makes sure that every new State has the correct number of members	PASS	No further actions necessary
State	UTS2	Add member	Checks that adding a member to a state actually results in the members array gaining a new entry	PASS	No further actions necessary
State	UTS3	Remove member	Makes sure that removing a member removes exactly one member from the state and that the correct member is removed	PASS	No further actions necessary
Player	UTP1	Initialisation	Makes sure that the player does not initialise to a null state.	PASS	No further actions necessary
Player	UTP2	Shoot	Makes sure that when the player shoots they pass the new bullet back into the projectiles	PASS	No further actions necessary

			array	PASS	
MainScreen	UTMS1	Initialisation	Makes sure that the MainScreen does not initialise into a null state	PASS	No further actions necessary
MainScreen	UTMS2	Player creation	Makes sure that a player is created with the MainState	PASS	No further actions necessary
MainScreen	UTMS3	Power-up creation	Makes sure the correct number of power-ups are spawned	PASS	No further actions necessary
MainScreen	UTMS4	Key creation	Makes sure the correct number of keys are spawned	PASS	No further actions necessary
MainScreen	UTMS5	Win State	Makes sure that collecting all keys triggers the game won flag	PASS	No further actions necessary