

	UR_OBJECTIVE	UR_GAME_LENGTH	UR_GAME_OVER	UR_PLAYER_SCORE	UR_MAP DESIGN	UR_CAMPUS_BUILDING	UR_TIME_SCALE	UR_BACKSTORY	UR_CHARACTER	UR_TIME_SKIP
PLAYERTEST										
overWritePos										
goodrickeTest					x					
compSciTest					x					
ducksTest					x					
piazzaTest					x					
gymTest					x					
nisaTest					x					
ASSETTEST										
testPlayerAssetExists								x		
testEndScreenAssetExists										
testLeaderboardScreenAssetExists										
testMainControlScreenAssetExists										
testMainGameScreenAssetExists										
testMainMenuScreenAssetExists										
testMainSettingsScreenAssetExists										
testNameInputScreenAssetExists										
testTypingGameAssetExists										
testGameMusicAssetExists										
testGameSoundAssetExists										
PERSISTENCETEST										
persistenceTest										
LEADERBOARDTEST										
testEmptyLeaderboard										
testAddOne										
testAddOverSize										
testSorting										
MANUALTEST										
1									x	
2									x	
3										
4									x	
5									x	
6										
7										
8										
9										
10									x	
11					x	x				
12	x									
13										
14										
15										
16										
17										
18										
19	x									
20										
21										
22	x									
23										
24		x								
25		x								
26			x							
							x			
						x				
						x				

