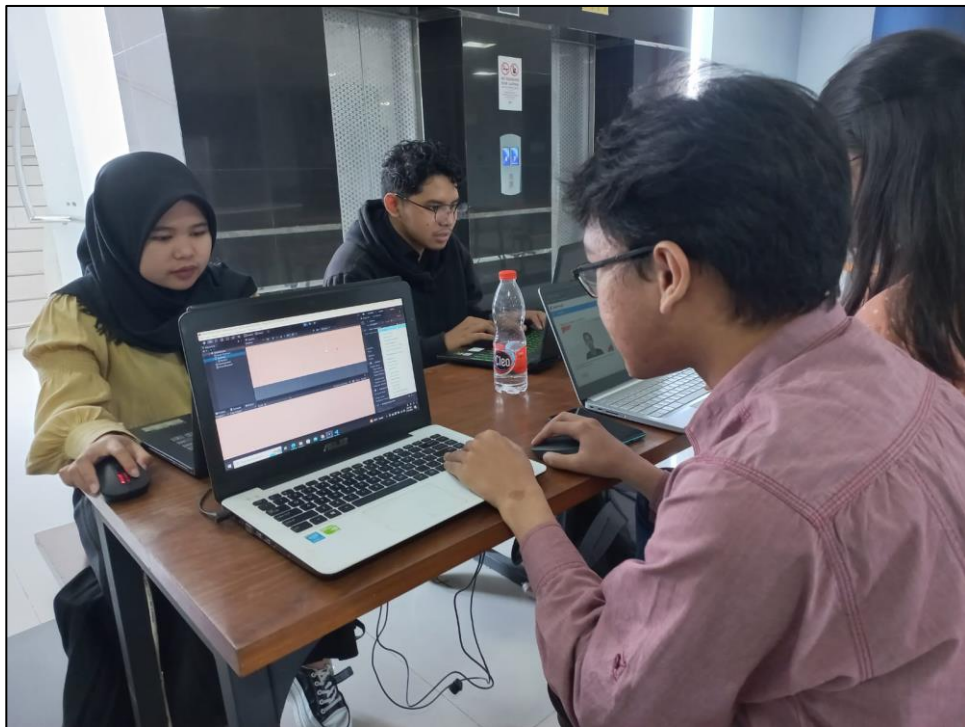


## LAMPIRAN

### Lampiran 1. Dokumentasi



UNITY TEST

Dashboard

INTERFACE

+ Modul

Abstraks

Tables

DataTables Example

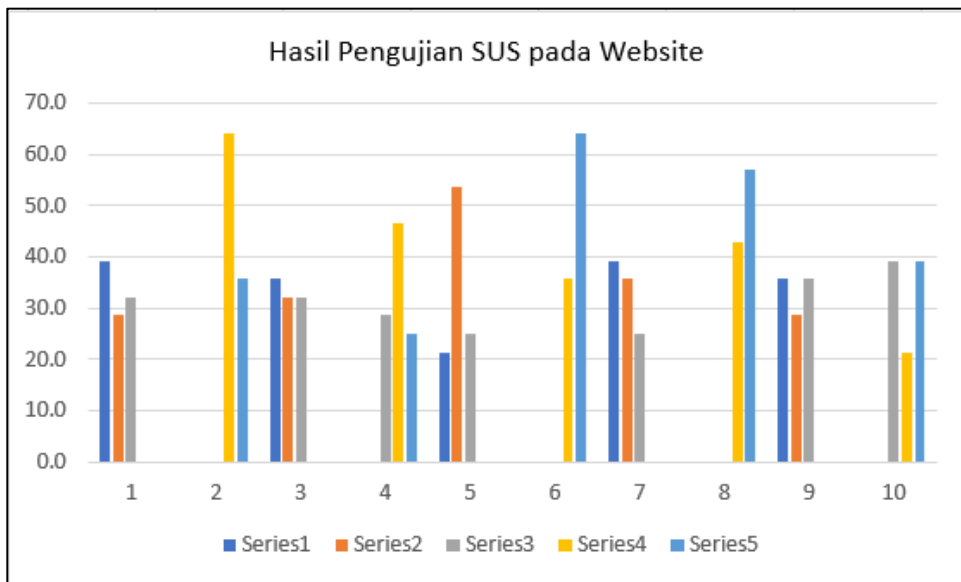
Copy CSV Excel PDF Print

Search:

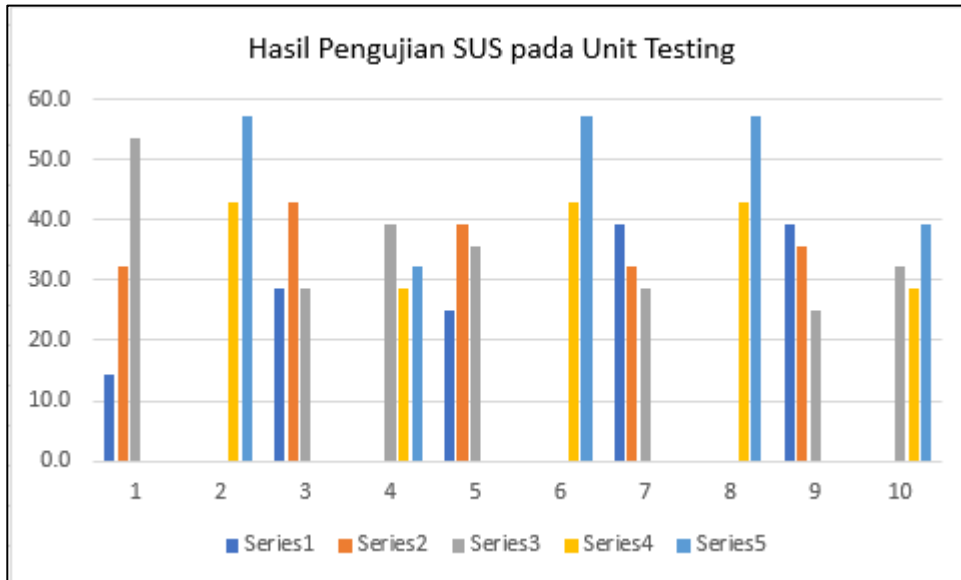
No	Nama	nim	Total Test	Test Berhasil	Test Gagal	Nama Class	Tanggal Test	Score
1	Raihan Osiris	1941720218	1	1	0	MPbutton	2023-07-11 08:40:40	100%
2	Raihan Osiris	1941720218	2	2	0	MTbutton	2023-07-11 08:45:54	100%
3	Raihan Osiris	1941720218	2	1	1	MPplayerMovement	2023-07-11 08:50:30	50%
4	Raihan Osiris	1941720218	1	0	1	MPplayerMovement	2023-07-11 08:50:37	0%
5	Raihan	1941720218	1	1	0	MPplayerMovement	2023-07-11 08:50:37	100%

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## Lampiran 2. Data Kuisiner SUS Website



## SUS Unit Testing



### Lampiran 3. Contoh student code

```

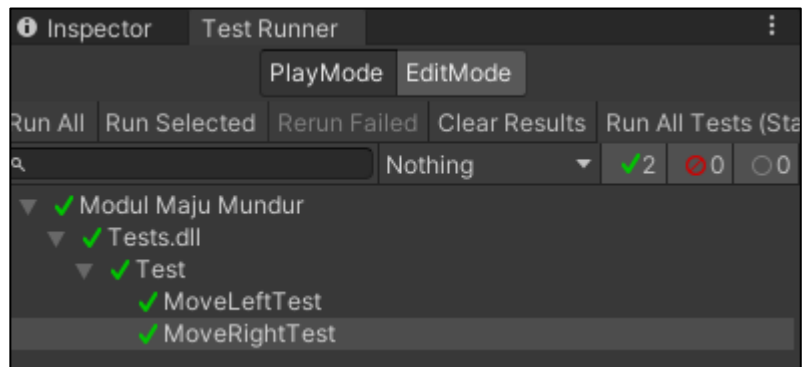
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class playerMovement : MonoBehaviour
6  {
7      public int nim = 1941720217;
8
9      public float speed = 10f;
10     public Rigidbody2D rb;
11
12     void Start()
13     {
14         rb = GetComponent<Rigidbody2D>();
15     }
16
17     void Update()
18     {
19         if (Input.GetKeyDown(KeyCode.A))
20         {
21             MoveLeft();
22         }
23
24         if (Input.GetKeyDown(KeyCode.D))
25         {
26             MoveRight();
27         }
28     }
29

```

```

29
30     public void MoveLeft()
31     {
32         transform.position = transform.position + new Vector3(-50, 0, 0).normalized;
33     }
34
35     public void MoveRight()
36     {
37         transform.position = transform.position + new Vector3(50, 0, 0).normalized;
38     }
39 }

```



## Lampiran 4. Contoh test code

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using NUnit.Framework;
4 using UnityEngine;
5 using UnityEngine.TestTools;
6 using UnityEditor.TestTools.TestRunner;
7 using UnityEditor.TestTools.TestRunner.Api;
8
9 public class MPlayerMovement
10 {
11     bool a = true;
12
13     private GameObject player;
14     private float epsilon = 0.0001f; // Threshold for floating-point comparison
15
16     [Setup]
17     public void Setup()
18     {
19         // Instantiate player object
20         player = new GameObject();
21         player.AddComponent<Rigidbody2D>();
22         player.AddComponent<PlayerMovement>();
23     }
24
25     [UnityTest]
26     public IEnumerator MoveLeftTest()
27     {
28         // Arrange
29         PlayerMovement playerMovementComponent = player.GetComponent<PlayerMovement>();
30         Vector3 initialPosition = player.transform.position;
31
```

```
32         // Act
33         playerMovementComponent.MoveLeft();
34         yield return null; // Wait for one frame to simulate Update()
35
36         // Assert
37         Vector3 expectedPosition = initialPosition + new Vector3(-50, 0, 0).normalized;
38         Assert.That(player.transform.position.x, Is.EqualTo(expectedPosition.x).Within(epsilon));
39         Assert.That(player.transform.position.y, Is.EqualTo(expectedPosition.y).Within(epsilon));
40         Assert.That(player.transform.position.z, Is.EqualTo(expectedPosition.z).Within(epsilon));
41     }
42
43     [UnityTest]
44     public IEnumerator MoveRightTest()
45     {
46         // Arrange
47         PlayerMovement playerMovementComponent = player.GetComponent<PlayerMovement>();
48         Vector3 initialPosition = player.transform.position;
49
50         // Act
51         playerMovementComponent.MoveRight();
52         yield return null; // Wait for one frame to simulate Update()
53
54         // Assert
55         Vector3 expectedPosition = initialPosition + new Vector3(50, 0, 0).normalized;
56         Assert.That(player.transform.position.x, Is.EqualTo(expectedPosition.x).Within(epsilon));
57         Assert.That(player.transform.position.y, Is.EqualTo(expectedPosition.y).Within(epsilon));
58         Assert.That(player.transform.position.z, Is.EqualTo(expectedPosition.z).Within(epsilon));
59     }
60
```

```
61     [Setup]
62     public void SetupListeners()
63     {
64         if (a)
65         {
66             var api = ScriptableObject.CreateInstance<TestRunnerApi>();
67             api.RegisterCallbacks(new Callback());
68
69             a = false;
70         }
71     }
72 }
73
```

## **Lampiran 5. Berita Acara Verifikasi Abstrak**