BoatTest [FAIL]

* testCheckCollisions [FAIL] – CheckCollisions has a return inside the for loop that removes hit obstacles.
* testSteerRight [FAIL] – SteerRight calls libGDX getHeight rather than getWidth. Also ignores river banks.
* testSteerLeft [FAIL] – SteerLeft ignores river banks.

LaneTest [FAIL]

* testSpawnObstacle [FAIL] – SpawnObstacle adds an obstacle to the lane if obstacles.size is <= obstacleLimit (should be < obstacleLimit).

LeaderboardTest [FAIL]

* testGetFinalists [FAIL] – GetFinalists doesn’t call UpdateOrder (to sort boats) before returning sortedBoats.
* testGetPodium [FAIL] – Calls GetFinalists (which fails).

GooseTest [FAIL]

* testMove [UNSTABLE FAIL] – Move changes direction (randomly) after checking that it can move in the original direction and before moving in the new direction using the original check.

ObstacleTest [PASS]

ProgressBarTest [PASS]