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)