Feature #2: Rope Deletion

1. Testing Logic
   1. What happens when the player tries to navigate over a rope?
   2. Could the player conquer ropes in any direction? Vertically, horizontally, diagonally?
2. Testing Parameters
   1. We decided early on that the vertical ropes should be obtained from horizontal jumps, and horizontal ropes should only be obtained from vertical jumps. And finally you could not obtain any ropes from horizontal jumps.
   2. In order to test this our thought was to output the previous x y positions, new x y positions, type of rope (vertical or horizontal), and yes or no to a text file.
   3. We could then setup up rules regarding the ropes, for example if the player were to jump a vertical rope his y position must not change and this guarantees that he is jumping horizontally.
   4. With these checks we could parse the .log file for errors using a simple python script and determine if the feature was working correctly.
3. Testing Results
   1. We were not able to create a test for this yet, there might be more to come soon. See above for how we would have tested.