Test Cases to use in XLPOOLsion

The Test Cases that are expected to be implemented in this project are the following:

- Server-side Tests:

    - Verify if the player moves in the correct directions
    - Verify if a Player can place a bomb in its current position
    - Verify if when a Player collides with an explosion he dies
    - Test if a box is destroyed if an explosion is in its boundaries
    - Verify if a Player without the BombKicking powerUp cannot move if he is colliding with a bomb
    - Verify if a Player with the BombKicking powerUp can kick the bomb if he collides with it
    - Test if the game ends if only 1 player is alive
    - Test if the bomb explodes after a certain time
    - Test if the bomb radius increases after collecting certain powerUps
    - Test if the limit of bombs is respected when attempting to place another bomb

- Client-side Tests:

    - Check if the client was able to connect successfully
    - Check if all commands (Move Up, Down, Place Bomb) are sent to the server
    - Test state changes by spoofing the sending of specific messages to the client (without needing communication, by directly routing the messages)