

# TESTING SUMMARY

## PLAY TESTS

### DEBUG MODE

Components, Entities, Commands and Scenes were tested in game and behaviour was cross-referenced with expected behaviour.

### BREAKPOINTS

Breakpoints and debug mode was utilised to analyse game state for complex features such as move player and flip chit cards

### PRINT COMMAND

The print command was created in order to log debug information. This was used as a tool when incrementally implementing features

## UNIT TESTS

Unit test framework was introduced but not utilized due to timeframe constraints