

Jaina Jose

Test Maker

As a test maker, I will be responsible for implementing a range of game tests for the Pipe and Player classes.

These tests will cover a variety of scenarios, including testing that the pipes are generated correctly, that the player character moves and interacts with the pipes correctly, and that the game ends when the player collides with a pipe.

I will also implement tests to ensure that the player can pass through the gap in the pipes without colliding with the top or bottom of the pipes, and that the pipes move at the correct speed. By implementing these tests, I will help ensure that the game mechanics work as expected and that the overall user experience is smooth and enjoyable.