- Scoring

In this game, you get points for collecting certain eggs. To make sure that the scores updated accordingly, we conducted several tests.

The following was a successful test conducted on the red egg, which deducts one point from the user. You can notice a deception in the score.

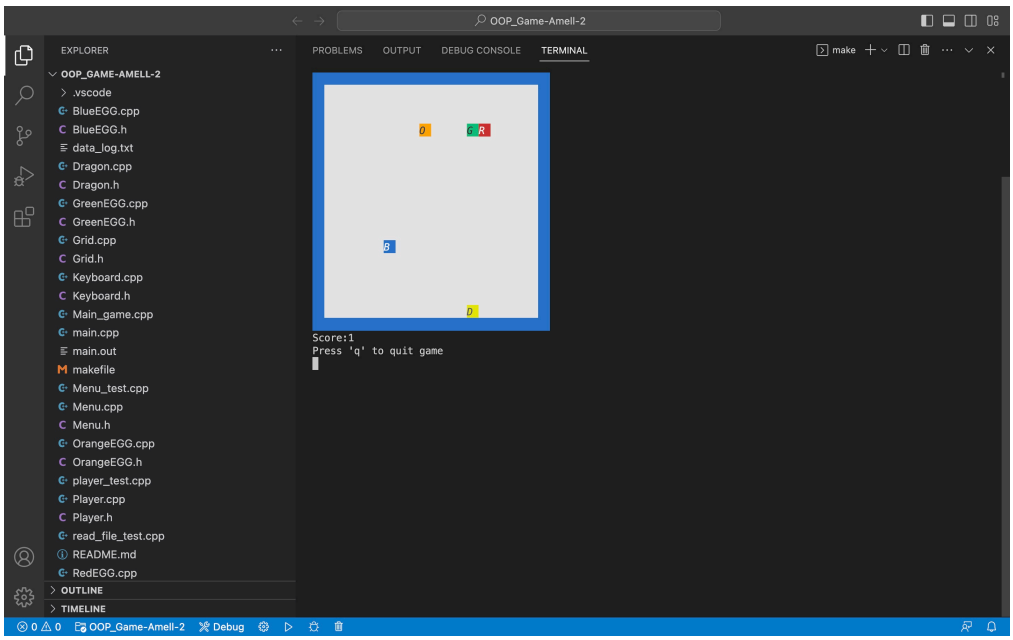
Test 1 - Update score

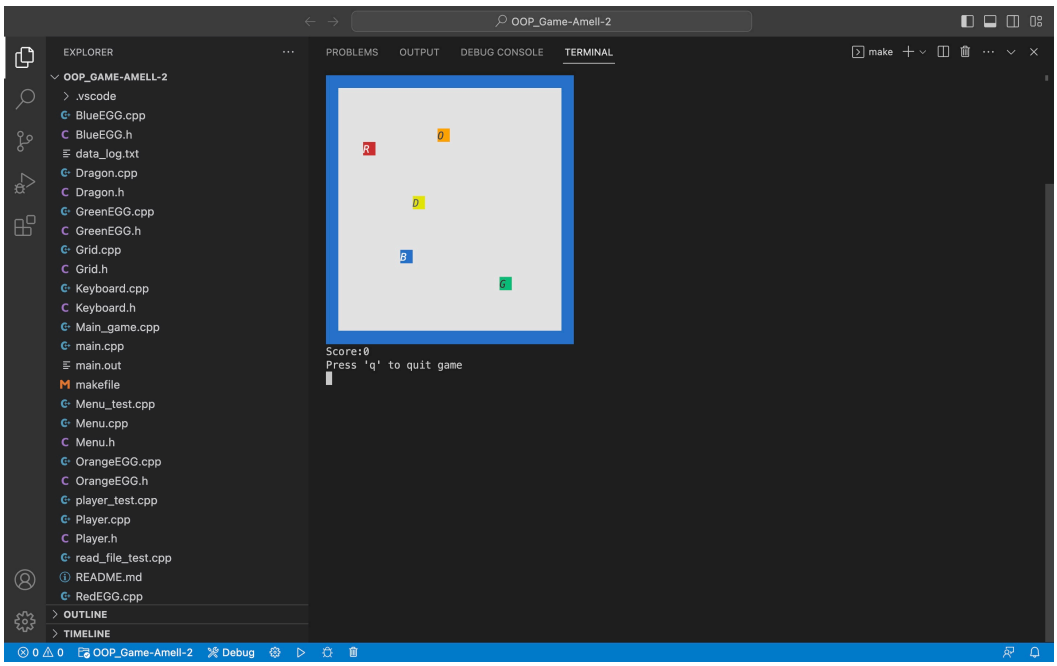
The update_score function was tested throughly. It was made sure that the game updates the score after each collision. The code used for the following feature was -

```
// Implementation of update_current_score()
void Player::update_current_score(int score){
    this->_current_score += score;
}

// Implementation of update_high_score()
void Player::update_high_score(){
    if(_current_score > _highest_score){
        set_high_score(_current_score);
        cout << "New Best Score!\n";
    }
    else{
        cout << "No New High Score\n";
    }
}

// Implementation of update_score_file()
void Player::update_score_file(int score){
    ofstream score_file("score_record.txt", ios::app);
    score_file << score << "\n";
    score_file.close();
}
```

The expected outputs were -
- A reduction in score by - 1

The outputs were -





The score updated successfully.

Test 2 - Score below zero

The score should not in any circumstance go below zero. To make sure that this was the case, we conducted tests by crashing into the red and orange egg with a default score of zero.

The expected outputs were -
- The score remains zero even after crashing into the red and orange eggs

The outputs were -