I built the room, exits, and game physics.

The testPushLeft(), testPushRight(), testPushUp(), and testPushDown() methods test the physics engine by applying an impulse to the player to the left, right, upwards, and downwards, respectively. After an update, the player’s velocity and acceleration are measured and verified.

The testMaxVelocity() method sets the player’s acceleration to a high number, runs a lot of updates to the physics, and tests to see if the player’s speed equals its max speed (terminal velocity). This is to ensure the player’s speed does not reach an extremely high value.