

# testGame

**This has been released!**

The first step of this assignment is to write tests for the Game ADT.

The tests should be implemented in **testGame.c** and test the implementation of the functions in **Game.h**.

Make sure you read the assignment specification for more details.

To run some simple automated tests:

```
$ 1511 autotest testGame
```

Submit your work with the *give* command, like so:

```
$ give cs1511 testGame
```

Or, if you are working from home, upload the relevant file(s) to the testGame activity on [Give Online](#).