

Final Test Cases

In order to test our game, we will implement the following test cases:

- Check if all entities are drawn correctly;
- Check if all entities respect collisions with immovable entities, such as walls, doors, bodies of water, boxes, some enemies;
- Check if a killable entity loses HP when hit by some sort of attack;
- Check if a killable entity, such as the drifter (the main character) and the enemies, dies when the HP goes below 0;
- Check if the *GameLevel* is correctly generated/created;
- Check if the *InputController* catches and correctly handles the input received;
- Check if the *GameController* catches and correctly handles collision between bodies in the physics' world;
- Check if the actions of the drifter correspond to the input given by the user (an action can be a movement, shoot, dash, etc.);
- Check if the drifter can shoot his weapon when it has bullets and if he can't shoot when it doesn't have any bullets left;
- Check if the drifter can dash when he has *dash charges* and if he can't dash when his *dash charges* are depleted;
- Other test cases for features that we haven't thought yet.