Testing strategies for Image Handler

Ultimately it is up to you what method of testing you choose to use (automatic or manual) but I would suggest manual testing for all handlers. Document all of the tests you complete in a test report which can be found on the google drive.

This document isn't exhaustive of every test you should be completing, it just outlines some ideas, feel free (it is probably necessary) to add more tests of your choice.

- Check that when a source file is defined the image handler draws the correct image
- Check that the image is drawn in the correct position with respect to the defined start points
- Check that the image is scaled by the correct amount when a scale is defined
- Check that if no y scale is defined that 'scale' keeps the resolution
- Check that if a y scale is defined that y scale adjusts vertical scale and 'scale' adjusts horizontal scale
- Check that when a duration is defined the image is shown for the correct time
- Check that the rotation is correct for any given value
    - It might be worth checking rotations greater than 360 to check it still copes