Unit Testing

1. Start the board
2. Check that game starts and LED1 turns on
3. Press Button1, LED1 should get brighter
4. Press left on slider, cart should move left
5. Press right on slider, cart should move right
6. Move cart all the way left, pendulum should fall and LED0 should flash
7. Press reset, LED0 should turn off and game should go back to original state
8. Move cart all the way right, pendulum should fall and LED0 should flash