Test Cases

Snake

Alex McKirdy

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| What needs to happen | What does happen |
| Snake dies on leftmost boundary | It does |
| Snake dies on rightmost boundary | It does |
| Snake dies on top boundary | It does |
| Snake dies on bottom boundary | It does |
| Snake dies when it runs into itself | It does |
| Snake gets longer when it eats an apple | It does |
| Game over when snakes collide (the one whose head hits the other’s body loses) | It does |
| Shows game over popup on loss | It does |