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Course: CMPS115
Contributions:

- The SpriteList class to store and interface with all of the sprites.
- The abstract Sprite class and it's abstractions:
    - SImage
    - Rect
    - Ellipse
    - Line
- The MovementManager class under the Physics namespace
- The RectangleCollider and EllipseCollider classes

SpriteList

I tested this via system integration. It is mostly interdependent with other classes such as the core Game class and MovementManager and GraphicsManager classes, and cannot be tested on it's own without the Sprite class to supplement it. Also, most of the functions within it simply call on the relevant function within the Sprite as well, so any testing beyond that would then be moot, as the testing is on the Sprite Class itself, and not the SpriteList class. Any other functions simply call on relevant functions within other classes as well, so beyond ensuring that they are called correctly, not much needs to be done.

Sprite Classes

These were tested only via system integration. Much of their functionality has to do with displaying them on-screen and having them interact with eachother, which would be difficult, if not impossible, for me to do unit tests for. A unit test cannot see the screen to verify that the sprite is properly calling the relevant function in the GraphicsManager, after all.

MovementManager

As this relates explicitly to moving the Sprites, this was also tested via system integration, as it requires that I be able to see and verify that everything is functioning as normal, and it would be exceedingly difficult to create unit tests for this class.

RectangleCollider and EllipseCollider

These were both tested via system integration, and do not need much testing beyond as they mainly are there to draw on work done by Harpreet and Sean. As such, any testing done on the PEllipse and PRectangle classes also function as testing for these, so do not need much beyond ensuring that they work properly with them.