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Team: Sharp Slugs

Course: CMPS115

Contributions: Graphics Manager, Content Manager, Triangle Collider

### **Content Manager**

To test my contributions I created Unit tests for the Content Manager and after confirming that the functions worked as intended I added them to the System test one at a time to ensure that it worked with all other components.

### **Graphics Manager**

To test the Graphics Manager I couldn't figure out how to make Unit Tests without rebuilding the entire structure to work with an interface so I simply used the functions in a System test and visually observed the output since I could not think of a way to digitally check if drawing was happening constantly.

### **Triangle Collider**

Since the Triangle Collider was so simple with only 1 method within the class I used the already existing Triangle and made sure 2 triangles were overlapping and checked output manually.