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Course: CMPS115

Contributions:

* The general event system
* The sprite event system
* The MouseManager class

**General Event System**

This was primarily tested through system integration. Unfortunately, at the moment some of the key functionality in this fails, which means the whole class is currently unfunctional.

**Sprite Event System**

This was tested primarily through system integration. However, this is currently missing some important functionality that was not able to be accomplished during the sprints I was working on this.

**MouseManager class**

This was tested only through system integration. The class is dependent on other classes to function, which would require test mocks/stubs to properly unit test. I did not have time to create these stubs within this quarter.