Pathfinders Test Plan

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| **Test Case** | **Steps & Expected Outcomes** |
| 1. Textured Geometry Rendering |  |
| 2. Basic 2D Transformations |  |
| 3. Key-frame/State Interpolation |  |
| 4. Random/coded Action |  |
| 5. Game-space boundaries |  |
| 6. Collision |  |