Test Cases

1. Routine that prints “Hello World” (done)
2. Routine that echos keyboard input to screen
3. Routine that draws a custom sprite to screen (done)
4. Routine that plays sounds (done)
5. Routine that allows sprite movement with user input (done – not a custom sprite but the same logic involved)
6. Routine that handles animation of sprite movement
7. Routine that checks for collisions between a movable sprite and some object
8. Routine that, upon collision, decrements health, plays a sound, and displays the scene.
9. Routine that plays custom sound tracks
10. Basic Game Loop Routine
    * Composed of the Draw, Input, Update routines
      + Draw the scene (according to game state), take user input, and update the state (all three repeatedly)
    * Draw Scene (and play corresponding sounds)
    * User input (to move sprite/change scene)
    * Update (use input to change state before next draw)
11. Routine that changes background color (done – part of movable ball test program)
12. Routine that test animation of large custom sprites
13. Routine that enables and handles interrupts (may need for music and sound effects)
14. Implement Multi-Color mode and test it on sprites
15. Develop a routine that draws a background scene to screen (have to design a background first).
16. Develop a routine that draws and controls the HUD (health, lives, score, etc)