Test Cases

1. Routine that prints “Hello World”
2. Routine that echos keyboard input to screen
3. Routine that draws a sprite
4. Routine that plays sounds
5. Routine that allows sprite movement with user input
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