Test Design

testCollisionEntities – tests whether entities collide correctly

testCollisionProjectiles – tests whether projectiles collide with entities

testGameOver – tests if game ends when main character loses all HP

testMovement – tests whether inputs move entities in correct direction

testPlacement – tests entity placement on map (test whether entities spawn inside walls)

testPickup – tests if entities are able to pick up powerups

testHazard – tests if special floors are working