Successful Tests

1. Application loads without any errors.
2. Application properly initializes all helper and support objects and instances
3. Application properly scales and displays Background image.
4. Application successfully creates and initializes proper Input sensor (Accelerometer).
5. Application successfully detects Input Sensor events.
6. Application successfully separates extraneous Input Sensor events from Accelerometer events.
7. Application successfully creates and initializes Snake object
8. Application successfully creates, scales, and displays Snake Bitmap
9. Data stored from Accelerometer events are associated with proper device movement axes and rotation angles.
10. New Snake positions correlate with data received from Accelerometer and Player intentions.
11. Boundaries successfully implemented.
12. Snake collisions with Boundaries are detectable and recognizable.
13. Snake collisions with itself are detectable and recognizable.
14. Application deactivates Input Sensor Service upon closure
15. Application properly reactivates Input Sensor Service upon Application Re-Activation.

Unsuccessful Tests

1. Application fails to properly rotate Snake object to correlate with Accelerometer Rotation-Angle calculations.