

Test Design

All the tests needed to be implemented in Eclipse IDE using JUnit tests. The tests will cover most part of the part logic of the game and we will leave out the visual part.

Logic

- Test bomber collision with objects along the map
- Test enemies collision with objects along the map
- Test if bomber dropped the bomb
- Test if bomb was detonated and destroyed object
- Test if bomber dies when collides with bomb explosion
- Test if bomber dies when collides with enemies
- Test artificial intelligence in enemies
- Test all the bonus
- Test all the bombs
- Test moves on bomber
- Test if it's possible to win the game
- Test if bomber caught bonus
- Test if when barrel is destroyed a bonus appears
- Test if bonus is destroyed when caught by player
- Test if bomber dies
- Test if it is possible to pass to the next level
- Test game paused
- Test killing enemies
- Test player kicking bomb