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 hero collision with objects along the map
- Test enemies collision with objects along the map
- Test if hero dropped the bomb
- Test if bomb was detonated and destroyed objects around
- Test if hero die with bomb
- Test if hero die with enemies
- Test artificial intelligence in enemies
- Test moves on hero
- Test if it's possible to win the game

Networking

- Test if server receive data from client and vice-versa