

## **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 objects around
- Test if bomber dies when collides with bomb explosion
- Test if bomber dies when collides with enemies
- Test artificial intelligence in enemies
- 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 collides with bomb explosion
- Test if bomber can't go outside the map
- Test if it is possible to pass to the next level
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### **Networking**

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