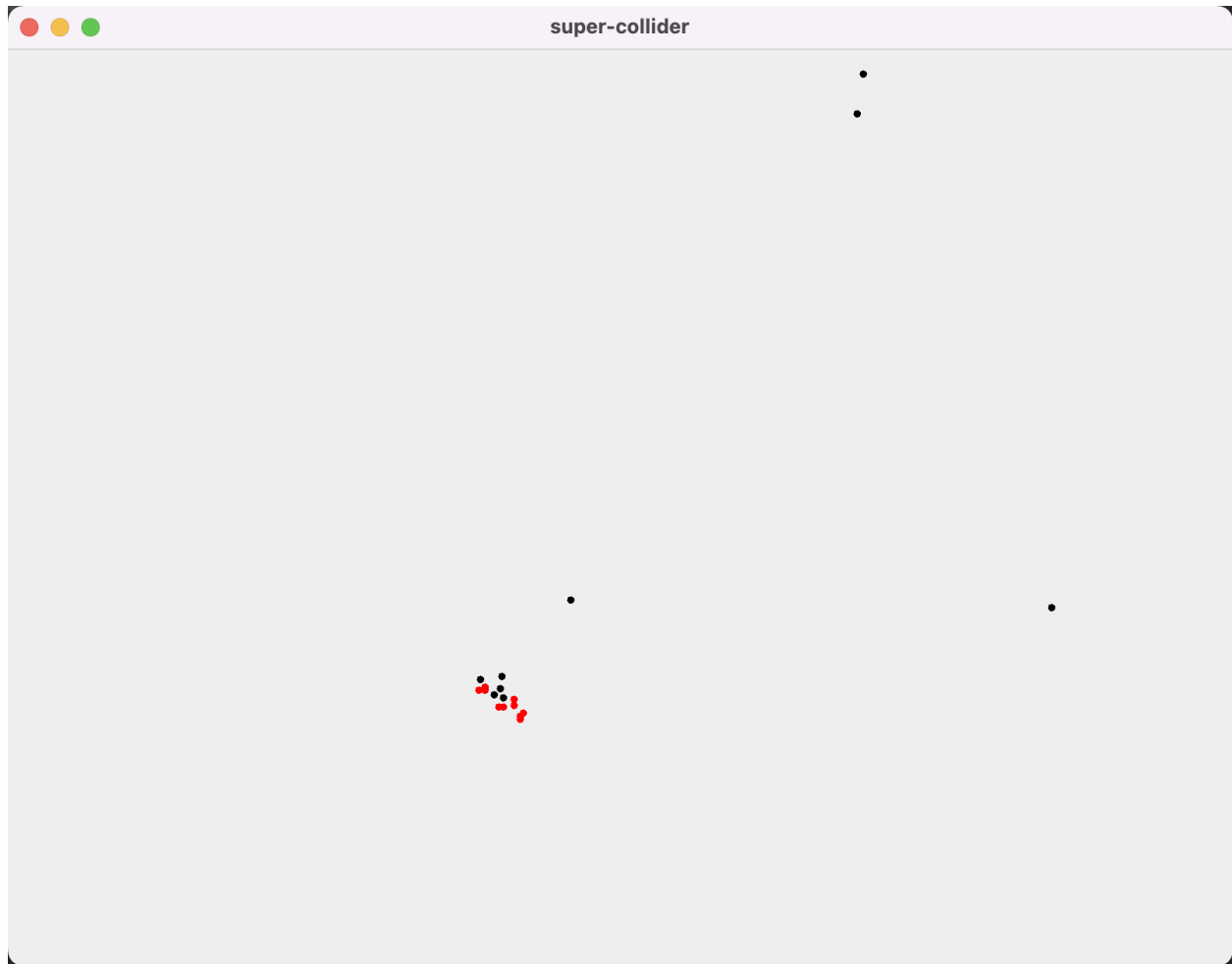This test involves creating several bouncers and using them to construct a quadtree. The primary objective is to ensure that the tree is built correctly, leading to accurate rendering of the blobs. As observed, none of the blobs collide with each other, resulting in findInCircle() detecting no collisions, and all blobs appearing black.

This test evaluates the functionality of findColliders(). By passing a blob's radius and coordinates to findInCircle(), it aims to identify colliding points within the tree. If successful, an array of points is returned, and a drawing GUI renders these intersecting blobs in red. As observed, all intersecting blobs are indeed red.