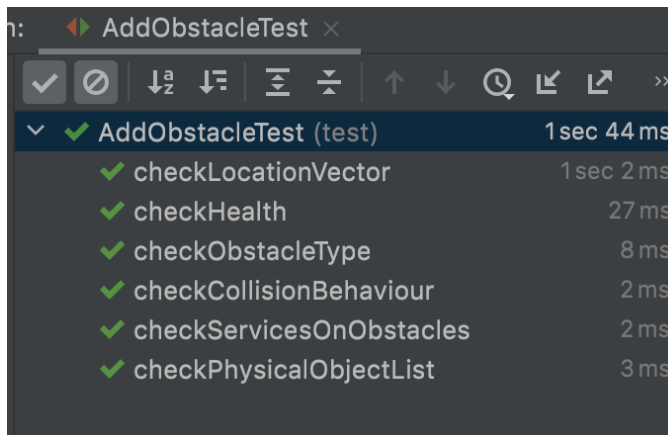


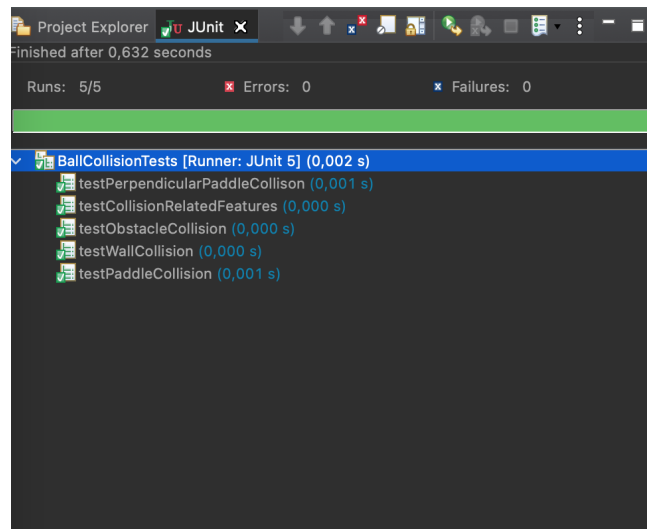
## Test Plan

Methods to test:

1. addObstacle: Atakan, branch name: test-addObstacle
  - a. checkObstacleType
  - b. checkPhysicalObstaclesList
  - c. checkLocationVector
  - d. checkServicesOnObstacles
  - e. checkHealth
  - f. checkCollisionBehaviour



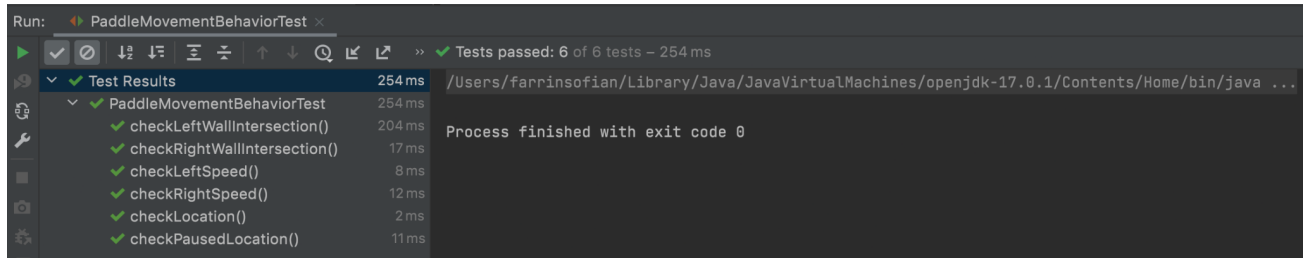
2. BallCollisionBehavior.collide() İrem Demir Branch name: BallCollisionTests
  - a. testPaddleCollision()
  - b. testWallCollision()
  - c. testObstacleCollision()
  - d. testPerpendicularPaddleCollision()
  - e. testCollisionRelatedFeatures()



### 3. PaddleMovementBehavior.move()

Farrin -> Branch name: farrin-test-paddleMovement

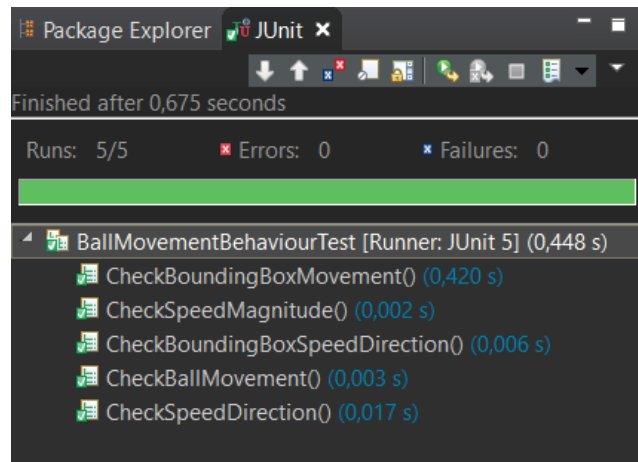
- CheckLocation
- CheckRightSpeed
- CheckLeftSpeed
- CheckRightWallIntersection
- CheckLeftWallIntersection
- CheckPausedLocation



### 4. BallMovementBehavior.move()

Asu Tutku Gökçek Branch name: agokcek19\_testBallMovement

- CheckBallMovement
- CheckSpeedDirection
- CheckSpeedMagnitude
- CheckBoundingBoxMovement
- CheckBoundingBoxSpeedDirection



5. ObstacleCollisionBehaviour.collide()  
Eren Yenigül Branch name: eyenigul-test
- testMinusHealth
  - testExplosiveObstacleFragment
  - testExplosiveFragmentSummon
  - testDestructionFromGameBoard
  - testHealth



Class to test Vector: Branch name: test-vector

- checkAddVector
- checkSubtractVector
- checkRotateVector
- checkEqualsVector
- checkDotProduct
- checkNorm

