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Game 2332-001

The functionalities I would Test in Chapter 5 Bomb catcher Game.

Unit Testing

The functionalities that I would test:

* Accurate User Controls
* Appropriate speed sensitivity for the Controls.
* User Boundaries of the game and window.
* Bomb fall speed.
* Bomb Collision with the player and the Base of the window.
* Make sure the bomb game object is destroyed when colliding with the player.
* Win and Lose scenarios.

The C++ unit testing frame work I would decide to use would have to include some sort of user generated testing to find certain bugs with user input for this game. I would use Parasoft C/C++ testing framework to test this game for the ability to generate user input.

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