Class Description and Test Cases

Leonardo Gomes Capozzi – up201503708

Ricardo Miguel Oliveira Rodrigues de Carvalho – up201503717

Game Class

The game class saves all the information about the current game, the two players (user or AI), the ball, and the obstacles. It also updates the game every time the update() function is called.

Obstacle Class

The obstacle class saves the position, and the size of a certain obstacle.

Ball Class

The ball class saves the position and the velocity vector of the ball.

Player Class

The player class saves the position of a certain player.

Test Cases

- Collisions with obstacles and walls
- Game is lost/won
- Player hits the ball and it bounces