Visual Studios and a test application will be used with the existing MyDirectX.h and MyDirectX.cpp in order to test each function.

1. Create default program values.
2. Create default Direct3D objects
3. Create default DirectInput objects, devices, and set default states.
4. Attempt to utilize/test Direct3D functions:
   1. Direct3D\_Init
   2. Direct3D\_Shutdown
   3. LoadSurface
   4. DrawSurface
5. Attempt to utilize/test DirectInput Functions:
   1. DirectInput\_Init
   2. DirectInput\_Update
   3. DirectInput\_Shutdown
   4. Key\_Down
   5. Mouse\_Button
   6. Mouse\_X
   7. Mouse\_Y
   8. XInput\_Vibrate
   9. XInput\_Controller\_Found
6. Attempt to utilize/test Game functions:
   1. Game\_Init
   2. Game\_Run
   3. Game\_End