The game we are making is using c++ and C built on top of a windows & direct x framework.

The program bomb demo, for testing I might write up a test that loads the objects onto the screen, loading application, quitting the application, to make sure the game loads and unloads everything properly.

The framework I might use probably would be CxxTest, due to it the smaller amount of code required to implement unit tests and the portability across other systems.