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 test such as

* Test to make sure the game loads
* Test to make sure to the game unloads and deallocates memory
* Test Controls on the boundaries of the game (window edges) to make sure they can’t cross them into oblivion
* Maybe test the loading of libraries?

The framework I might use probably would be CxxTest, it requires a minimal amount of work or code to implement tests. The framework comes almost ready to work from the get go, it is easy to mod, port and doesn’t require any non-standard libraries to run. It also handles exceptions and crashes by providing information on exceptions.