Game Component Test Cases

Semen Cirit

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1. Packages below will be tested with the same method.

rocksndiamonds blobAndConquerblobwars freecol xmoto wormux ve wormux-bonusmaps eboard ppracer AssaultCube glest ve glest-data connectagrambtanks egoboo ve egoboo-data neverball nexuiz ve nexuiz-data scorched3d supertuxkart trigger warsow ve warsow-data warzone2100 pokerth alienarena alienarena-data ${\tt daimonin}$ daimonin-music freedroidrpg funguloids ioPaintballioPaintball-data memonix ${\tt memonix-data}$ scourge scourge-data stormbaancoureur tecnoballzwesternquake3 westernquake3-data 1breakout2 ltris widelands

Run the games.

Observe that the games sound and visualisation are problem free.