

Test module.

Source: tests.js, line 1

## Metods

(inner) initTestGame()

Initializes barebones game state for testing.

Source: tests.js, line 9

(inner) tests()

QUnit test driver (registerer).

Source: tests.js, line 17

## Home

## Mode

database
draw
events
io
main
multiplayerMain
singleplayer
tests
usernames



board doubleJump opponentName username

Documentation generated by JSDoc 3.4.0 on Mon Dec 07 2015 19:27:31 GMT-0700 (MST)