

Week 1:

Describe at least 2 desirable "cutting points" for testing (see lecture topic 2.5) covering main paths and/or boundary condition handling.

1: I want to get the display able to display a little 2px x 2px dot which I want to move around by simply pressing the buttons. I can use some of Lab 7 as a framework to get started. Once I am happy with the display, I want to get the basics of the physics engine working ASAP so I can continue to make the game with that out of the way.

2: Testing and tuning the physics engine will be necessary, and I would like to get it solid as soon as possible. With the display functional, I will test a single slug's trajectory and check that it matches what I'd expect by doing the math myself and comparing. Once the basic physics calculations are there, I can move on to the position data manipulation that most of the other tasks depend on.