BoatTest [FAIL]

- <u>testCheckCollisions [FAIL]</u> – CheckCollisions has a return statement inside the for loop that removes hit obstacles, so only one obstacle will ever be removed. It also fails to check the obstacles' width, so are sometimes missed when they should be hit.
- <u>testSteerRight [FAIL]</u> – SteerRight calls libGDX getHeight rather than getWidth. Also ignores river banks.
- <u>testSteerLeft [FAIL]</u> – SteerLeft ignores river banks.

LaneTest [FAIL]

- <u>testSpawnObstacle [FAIL]</u> – SpawnObstacle adds an obstacle to the lane if obstacles.size is <= obstacleLimit (should be < obstacleLimit).

LeaderboardTest [FAIL]

- <u>testGetFinalists [FAIL]</u> – GetFinalists doesn't call UpdateOrder (to sort boats) before returning sortedBoats.
- <u>testGetPodium [FAIL]</u> – Calls GetFinalists (which fails).

GooseTest [FAIL]

- <u>testMove [UNSTABLE FAIL]</u> – Move changes direction (randomly) after checking that it can move in the original direction and before moving in the new direction using the original check.