

M4 JUnit Test Documentation

restartRestarts()

- This method checks if the restart button on the game over screen properly restarts the game by navigating to the welcome screen.

gameOverTest()

- This method checks that the game over screen contains both the restart and exit buttons.

checkDeadHealth()

- This method checks that the game over screen is reached when the player's health drops to or below zero.

checkEasyHealthReset()

- This method checks that the player's health is reset properly to the easy difficulty's health value after restarting the game and selecting the easy difficulty.

checkMediumHealthReset()

- This method checks if the player's health value resets properly to the medium difficulty's health value after restarting and selecting the medium difficulty again.

checkHardHealthReset()

- This method checks that the player's health is reset properly to the hard difficulty's health value after restarting the game and selecting the hard difficulty again.

checkMoneyReset()

- This method checks that the player's balance is reset properly after the player decides to play another game.

testExit()

- This method checks that the exit button on the game over screen closes the application properly.

testButtonVisibility()

- This method checks that the combat button disappears once it's already been clicked on.

testButtonExistence()

- This method checks that the start button is available to click when the game begins.

