M6 JUnit Test Documentation

checkGameOver()

- This method checks that the game properly enters the game over screen by verifying that the exit and restart buttons exist.

checkBossKillsYou()

- This method verifies that the player only has 20 kills on the game over screen after the final boss defeats them.

winScreenExists()

- This method verifies that the win screen is reachable after defeating every enemy.

checkWinStats()

- This method verifies that upon entering the win screen, the player has the appropriate stats for money, health, and kills.

checkLoseStats()

- This method checks that the correct values of health, money, and number of kills are present on the game over screen.

checkWinRestart()

- This method checks that the game properly restarts when the user presses the restart button in the win screen.

checkWinExit()

- This method checks that the game properly ends when the user presses the exit button in the win screen.

checkPlantUpgrade()

- This method checks that the game properly upgrades the selected

checkNoteBookUpgrade()

- This method checks that the game properly upgrades the selected notebook tower

checkFishUpgrade()

- This method checks that the game properly upgrades the selected fish tower