M5 JUnit Test Documentation

easyHealthCheck()

- This method checks if the health appropriately decreases after the attack.

medHealthCheck()

- This method checks if the health appropriately decreases after the attack.

hardHealthCheck()

- This method checks if the health appropriately decreases after the attack.

moneyTestEasy()

- This method checks if the player's money appropriately increases after successfully eliminating the enemy.

moneyTestMedium()

- This method checks if the player's money appropriately increases after successfully eliminating the enemy.

moneyTestHard()

- This method checks if the player's money appropriately increases after successfully eliminating the enemy.

enemyDeadTest()

- This method checks whether if all enemies can be eliminated in an appropriate setting.

enemyAliveTest()

- This method checks whether if trace of enemies can be alive in an appropriate setting.

gameOverTest()

- This method checks if the health == 0, the game successfully exits out of the game screen and returns to the restart screen.

notGameOverTest()

- This method checks if the health != 0, the player remains on the game screen.