

Test ID	Test Class	Test Name
test_1.1	EntityTest	testSetPositionStandard()
test_1.2	EntityTest	testSetPositionShouldAllowForZeros()
test_1.3	EntityTest	testSetPositionShouldThrowExceptionForOutOfBoundaryNegative()
test_2.1	UnitTest	constructorsShouldSetCorrectParametersToValues()
test_2.2.1	UnitTest	testIsDeadStandard()
test_2.2.2	UnitTest	testIsDeadShouldReturnTrueWhenZero()
test_2.3	UnitTest	testSetCurrentHealthThrowsExceptionWithNegative()
test_2.4.1	UnitTest	testSetCurrentHealthShouldCapMaxHealth()
test_2.4.2	UnitTest	testAddHealthWithNormalValue()
test_2.4.3	UnitTest	testAddHealthShouldCapAddedHealth()
test_2.4.4	UnitTest	testAddHealthShouldRejectNegativeHeal()
test_2.5.1	UnitTest	testTakeDamageStandard()
test_2.5.2	UnitTest	testTakeDamageCapsCurrentHealth()
test_3.1.1	ProjectileTest	testEightParameterConstructorWorksAsExpected()
test_3.1.2	ProjectileTest	testSevenParameterConstructorWorksAsExpected()
test_3.2	ProjectileTest	setLengthShouldReturnDistanceBetweenVectors()
test_3.3.1	ProjectileTest	testHitUnit()
test_3.4	ProjectileTest	randomWaterStreamsShouldInitialiseWithinRangeTest()
test_4.1	FortressTest	constructorShouldGiveCorrectSpawn()
test_4.2	FortressTest	correctAliensShouldBeAddedForGivenLevel()
test_5.1	CharacterTest	constructorShouldInitialiseCorrectly()
test_5.2	CharacterTest	setTargetShouldSetTargetToGivenUnit()
test_6.1	FireTruckTest	constructorShouldSetCorrectParametersToVariables()
test_6.2.1	FireTruckTest	updateCurrentWaterShouldChangeCurrentWaterStandard()
test_6.2.2	FireTruckTest	updateCurrentWaterShouldAllowForWaterToBeZero()
test_6.2.3	FireTruckTest	updateCurrentWaterShouldSetNegativeWaterLevelsToBeZero()

test_6.2.4	FireTruckTest	truckShouldMoveWhenCommandedTest()
test_6.2.5	FireTruckTest	movingEquallyInAllDirectionsShouldResultInOriginalPositionTest()
test_6.2.6	FireTruckTest	willCollideShouldReturnTrueIfInRangeTest()
test_6.2.7	FireTruckTest	willCollideShouldReturnFalseIfNotInRangeTest()
test_6.3.1	FireTruckTest	truckShouldChangeDirectionWhenKeyPressedTest()
test_6.3.2	FireTruckTest	truckShouldTurnDiagonalWhenTwoKeysPressedTest()
test_6.4.1	FireTruckTest	truckShouldReturnZeroIfNegativeHealthTest()
test_6.5.1	FireTruckTest	truckShouldMoveWhenAbleToTest()
test_6.5.2	FireTruckTest	truckShouldNotMoveWhenOffScreenTest()
test_6.5.3	FireTruckTest	truckShouldNotMoveWhenTouchingObstacleTest()
test_7.1	AlienTest	constructorsShouldSetCorrectParametersToValues()
test_7.2.1	AlienTest	truckInRangeShouldChangeTargetForInRangeTruck()
test_7.2.2	AlienTest	truckInRangeShouldNotChangeTargetForOutOfRangeTruck()
test_7.2.3	AlienTest	truckInRangeShouldSetTargetToNullWhenTargetHasNoHealth()
test_7.2.4	AlienTest	truckShouldMoveWhenCommandedTest()
test_7.2.5	AlienTest	movingEquallyInAllDirectionsShouldResultInOriginalPositionTest()
test_7.2.6	AlienTest	willCollideShouldReturnTrueIfInRangeTest()
test_7.2.7	AlienTest	willCollideShouldReturnFalseIfNotInRangeTest()
test_7.2.8	AlienTest	alienShouldMoveTowardsFireStationAlongXAxisTest()
test_7.2.9	AlienTest	alienShouldMoveTowardsFireStationAlongYAxisTest()
test_8.1.1	PipeTest	pipeShouldRotateCorrectlyTest()
test_8.1.2	PipeTest	pipeShouldResetToZeroTest()
test_8.1.3	PipeTest	pipeShouldReturnTrueWhenInCorrectRotationTest()
test_8.1.4	PipeTest	pipeShouldReturnFalseWhenNotInCorrectRotationTest()
test_8.1.5	PipeTest	pipeShouldReturnTrueWhenInRangeTest()
test_8.1.6	PipeTest	pipeShouldReturnFalseWhenOutOfRangeTest()