Test Report Continued

Test	Type	Description	Pass
testFeeIncreaseListener	Unit	Tests that the FeeIncreaseEvent will be fired when its building threshold is met	Pass
testMonthChangeEventListener	Integration	Tests that various events will be fired as the in-game time changes	Pass
testCreateAchievementManager	Unit	Tests that AchievementManager correctly initialises all achievements	Pass
testAchievementInstantiation	Unit	Tests that Achievement Factory can correctly create all implemented achievements.	Pass
testPlace30IncrementProgress	Unit	Tests that the place30BuildingsAchievement can be unlocked properly	Pass
testTenThousandAchievementIncrementProgress	Unit	Tests that the get to ten thousand currency achievement can be unlocked properly	Pass
testCurrencyPerSecond	Unit	Tests that buildings can correctly have currency per second added and removed	Pass
testCurrencyTotal	Unit	Tests that total currency is correctly deducted and reset	Pass