Test Report Continued

Test	Type	Requirement	Description	Pass
testFeeIncrease Listener	Unit	FR_EVENT	Tests that the FeeIncreaseEvent will be fired when its building threshold is met	Pass
testMonthChangeEventListener	Integration	FR_EVENT	Tests that various events will be fired as the in-game time changes	Pass
testCreateAchievementManager	Unit	UR_ACHIEVEMENTS	Tests that AchievementManager correctly initialises all achievements	Pass
testAchievementInstantiation	Unit	UR_ACHIEVEMENTS	Tests that Achievement Factory can correctly create all implemented achievements.	Pass
testPlace30IncrementProgress	Unit	UR_ACHIEVEMENTS	Tests that the place30Buildings Achievement can be unlocked properly	Pass
testTenThousandAchievementIncrementProgress	Unit	UR_ACHIEVEMENTS	Tests that the get to ten thousand currency achievement can be unlocked properly	Pass
testCurrencyPerSecond	Unit	FR_CURRENCY	Tests that buildings can correctly have currency per second added and removed	Pass

testAddingSatisfactionModifier	Unit	FR_SATISFACTION_VARIABLES	Tests that satisfaction modifiers affect the score by the correct amount	Pass
testAddingRemovingSatisfactionModifier	Unit	FR_SATISFACTION_VARIABLES	Tests that adding and removing a satisfaction modifier will result in the original satisfaction score	Pass
testSatisfactionReset	Unit	FR_RESET	Tests that the SatisfactionManager forgets the previous graph and score	Pass
testLeaderboardSubmissions	Unit	FR_DATABASE	Tests that the leaderboard will only track up to 5 scores	Pass
testSimpleEvents	Integration	FR_EVENT	Tests that 5 events can be fired by the EventManager	Pass
testStrikeEvent	Integration	FR_EVENT	Tests that the StrikeEvent can be fired and will disable placement	Pass