

Tests.TestHealthComponent

- + void SetupTest()
- + void TestReadyMethod()
- + void TestSetMaxHP()
- + void TestTakeDamageFunction
Async(double maxHP, double
armorSun, double armorCosmic,
double armorDark, double damage,
MagicType magicType, double resultHP,
double attackerHP)
- + void TestDamageReflection()