Tests.TestAugments

+ SetupTest()

+ TearDown()

+ TestGetSetAugmentEffect()

+ TestAugmentEquiping()

+ TestAdditionalStars()

+ TestCastAdditionalSpell()

+ TestExtraArmor()

+ TestDamageIncreaseDark()

+ TestFlatDamageSlot1()

+ TestHPIncrease()

+ TestIncreaseRadiusBlackHole()

+ TestIncreaseDurationBlack Hole()

+ TestPercentDamageSunBasic()

+ CreateAugmentWithAugmenteffect()