Unit Test M5 Write Up

1. *Verifies that the upgrade function works properly on Gryffindor Tower on Easy difficulty.*
public void testGryffindorTowerUpgradeEasy()

2. *Verifies that the upgrade function works properly on Gryffindor Tower on Medium difficulty.*
public void testGryffindorTowerUpgradeMedium()

3. *Verifies that the upgrade function works properly on Gryffindor Tower on Hard difficulty.*
public void testGryffindorTowerUpgradeHard()

4. *Verifies that the upgrade function works properly on Hufflepuff Tower on Easy difficulty.*
public void testHufflepuffTowerUpgradeEasy()

5. *Verifies that the upgrade function works properly on Hufflepuff Tower on Medium difficulty.*
public void testHufflepuffTowerUpgradeMedium()

6. *Verifies that the upgrade function works properly on Hufflepuff Tower on Hard difficulty.*
public void testHufflepuffTowerUpgradeHard()

7. *Verifies that the upgrade function works properly on Ravenclaw Tower on Easy difficulty.*
public void testRavenclawTowerUpgradeEasy()

8. *Verifies that the upgrade function works properly on Ravenclaw Tower on Medium difficulty.*
public void testRavenclawTowerUpgradeMedium()

9. *Verifies that the upgrade function works properly on Ravenclaw Tower on Hard difficulty.*
public void testRavenclawTowerUpgradeHard()

10. *Verifies that the upgrade function works properly on Slytherin Tower on Easy difficulty.*
public void testSlytherinTowerUpgradeEasy()

11. *Verifies that the upgrade function works properly on Slytherin Tower on Medium difficulty.*
public void testSlytherinTowerUpgradeMedium()

12. *Verifies that the upgrade function works properly on Slytherin Tower on Hard difficulty.*
public void testSlytherinTowerUpgradeHard()