Jaime Gambles   
Seth Gunn 42032785

Decided not to test classes Item, …, because they were almost all getters and setters so it was not worth our time to test. Decided not to test the CommandLineUI class aswell as the GUI classes with JUnit because testing them by using them was far easier.

randomNumber() was originally in RandomEvent but to make RandomEvent testable it had to be moved to GameEnvironment.