testUpgrades
- This tests if the tower we are upgrading properly gets upgraded when we have enough money and does not if we do not have the money. This is integral to the current milestone since we must check if the player has the money needed to conduct purchases. Otherwise, the tower should not be upgraded and left alone.

testUpgradeCosts
- This checks if the tower has the correct costs and changes each difficulty. With increasing difficulty, it should be harder to complete the game and thus the prices of upgrades cost more. This is relevant to the current milestone as upgrading towers is integral to clearing the game.

testUpdatePlayerSpentTowers
testUpdatePlayerSpentUpgrades
- These tests check if when a tower is purchased or upgraded, the total amount spent by the player updates. This total amount spent is later displayed to the player when they win or lose the game. Thus, we need to have a check to see if the value is correctly updated as it will be shown to the player later.

testEnemyKillTotal
- This test checks the total enemy killed total is updated whenever an enemy is defeated. The total enemies killed will be displayed to the player when they lose or win the game and thus we use this test to ensure the value is updated properly.

testUpdateTowerTotal
- This test checks if the total towers bought value is updated when a tower is purchased. The value is displayed to the player once they win or lose the game. This test ensures the value is properly updated so that it displays correctly in the appropriate screen.

testWarrrUpgradedDamage
testArchUpgradedStun
testWizzUpgradedFarm
- These tests all check if the appropriate upgrade has been conducted on the corresponding tower. Once the tower has been upgraded, it should be given the appropriate increase in attributes that make it stronger. For the warrior, the damage increases, archer, the stun duration, and wizard, the amount of money given increases. These tests check the values of upgraded towers and make sure they are larger than the base value which checks both an increase in strength and correct upgrading.

testLoseScreen
- This test checks if the screen properly moves to the lose screen once the player loses. This test checks the lose game method which returns true when the player does not have health or false when they still have health. This is relevant as we must have a check to see which screen the player goes to and by testing this method, we can cover for both the win and lose screen.