testMoneyValues
- ● This test checks if the enemies have their money value attributed to them that will be given to the player once defeated. This is important to the overall game since enemies will be the main source of income for the player as they progress rounds.

testEnemyPosition
- ● Ensures that enemies are properly initialized to the beginning of the path. This is to make sure that enemies do not begin off the path or take paths that are not intended. This is relevant since we want the enemy to be on a known path that we can then check to see if an enemy exists there.

testMoneyDrop
- ● This test checks to see if the enemy drops the associated money value held to them. This is important since this will be the main income for the player besides using wizard towers. In the context of this milestone it is important since we actually have towers interacting with the enemies and now it is prevalent to check if they give the proper values for money once they die.

testWarrDamageValue
- ● Checks to see if the warrior damage value is initialized correctly. This is important since this is the only form of damage the player has and directly correlates to the implementation since it is a main interaction between tower and enemy.

testTakingDamage
- ● Checks to see if the enemy takes damage from the warrior tower. The warrior tower is the only tower that does damage currently to enemies. Thus, this checks to see if the enemy's health is properly updated after taking damage. This is directly related to the milestone since it is one of the main interactions between tower and enemy.

testArchStunValue
- ● Checks to see if the proper value for the archer stun time is initialized. The archer's stun is its main interaction with enemies and thus we need a check to ensure it has a proper time associated with it (in milliseconds).

testWizzFarmValue
- ● Checks to see if the proper value for the wizard farm value is initialized. Although the wizard tower does not interact with enemies, it still interacts with the total amount of money the player has.

testWizzFarmGive
- ● Ensures that the wizard tower updates the correct value for the player's money. The wizard tower is another form of income for the player. We must make sure that the player's money value is updated and shown to the player once the wizard tower completes.

testWizzScore
- ● The wizard score involves keeping a counter of how much money was gained through all wizard towers created. This will be later shown to the player to see how much they made throughout the game. This gives a further check into if the functionality of the wizard tower is working.

testStoppingEnemy
- ● This tests if the enemy becomes stunned when hit by the archer tower. This interaction will check if the enemy stops within the path for a short amount of time until moving again. This is important to Milestone 5 as it ensures the functionality of the archer tower is working.