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My unit tests verify the behavior of Chests, one of the methods by which a player can earn items.

My first test creates a player and a chest. The player opens the chest, which gives the player the amount of money initially in the chest.

My second test verifies that Chests work with the Inventory class. One of the two attack potions initially stored within the chest is taken, and it is verified 1 potion remains. Then, another potion is removed, and it is verified that no more potions exist within the chest.

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I wrote PotionTest.java

This class currently has two unit tests to test the basic functionality of the health and attack potions.

1. testHealthPotion():

This method checks that the health potion will add 25 health to the player's health bar by reducing the player's health to 50, and then allowing him to consume the potion. When it is consumed, the test checks to see that the player's health is now 75.

2. testAttackPotion():

This method checks that the attack potion doubles the damage of your weapon. It does this by getting an integer that represents the original damage of the weapon that the player is holding, and then the player will take the potion. If the damage of the weapon is 2 times what the stored integer value is, then the test passes.

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Class: ProjectileLauncherTest

Unit tests:

testDifferentProjectiles()

- I chose to test the player has three different projectiles to choose from.
- The unit test verifies this by first checking that the initial choice matches what the player chooses. Then the test changes the weapon to the other two options and verifies that the properties and object is correctly selected.

testShootSelf()

- I chose to test that the player can not shoot itself.
- The unit test verifies that when the player is shooting, if the player hits itself, the health is not damaged. This is done by the player shooting, then running forward or “absorbing” the bullets. Then the health is tested to make sure that it is unchanged.

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InventoryTest.java

buyfromNPC:

test if player can buy from NPC by clicking E and the potion.

consumePotionTest:

test if player can open its inventory by pressing q and consume potion.