I wrote the fourExitInStartTest, nextRoomTest, and finishGameTest in the NestRoomTest.

fourExitInStartTest

checking if the initial room has exactly 4 exits.

nextRoomTest

By setting the player’s position to one of the exits in the initial room. Then, wait for one second for the system to more the player to the next room. After that, if the id of the room in which the player locates currently is different from the starting room id, then player is in a different room.

finishGameTest

By setting the room to 999 ( special room id for the final room), it put the player in the final room. when it is in the final room, there will be a button for it to exit the game and go to the finish page.