I wrote PlayerExitTest.java

This class currently has 2 unit tests, and is essentially used to test whether or not the functionality of the “open/closed door exits” works based on the presence of monsters in the room.

1. testExitsClosed():

This method is used to check and see if, when the monsters are present in a room, the exits will actually have a collideable property known as “solid.” This means that if there are monsters in the room and the player walks up to the doors, the doors should act as a solid piece of wall.

2. testExitsOpen()

This method performs the exact opposite of the earlier method, and checks to see if the exits do not have the solid property associated with them when the monsters are removed from the room environment.

Both of these tests are done by generating a room in the same manner that a room would be generated in the game when walking through a door, and then checking the tile properties before and after removing the list of monsters from the room.