Class: testPlayerShoot

Unit tests:

testShootProjectile()

* I chose to test the player shooting in order to make sure that the bullets are appearing on the screen according to when the player shoots.
* The unit test verifies this by hitting Key.ENTER and checking that the bullets are objects in the room.

testLoseInGame()

* I chose to test that the player can shoot at the monster and inflict damage.
* The unit test verifies that when the player is shooting, the monster’s health decreases or causes them to die. It does so by artificially setting the player to have unlimited health so that it will not die before the monsters. Then the player turns in a full circle shooting bullets. The test then checks that damage is inflicted on the monsters.

Class: testLoseScreen

Unit tests:

testLoseInGame()

* I chose to test that the player’s health will decrease when the monsters shoot at it. Once the player’s health is zero, the game will stop.
* The unit test moves the player from the starting room to an adjacent room with monsters. Then the monsters are then moved to be directly next to the player, and they shoot at the player. The test then checks that the losing screen has the reset and exit button.

testLoseScreenRestart()

* I chose to test that once the player’s health is zero, and the losing screen is reached, the restart button can be clicked.
* The unit test sets the player’s health to zero, then clicks on the “restart” button.