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.