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.