Class: ProjectileLauncherTest

Unit tests:

testDifferentProjectiles()

* I chose to test the player has three different projectiles to choose from.
* The unit test verifies this by first checking that the initial choice matches what the player chooses. Then the test changes the weapon to the other two options and verifies that the properties and object is correctly selected.

testShootSelf()

* I chose to test that the player can not shoot itself.
* The unit test verifies that when the player is shooting, if the player hits itself, the health is not damaged. This is done by the player shooting, then running forward or “absorbing” the bullets. Then the health is tested to make sure that it is unchanged.