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**UnitTestAction**

tested…

* returns expected description of Actions
* appropriate change of instance values per level up
* cannot over level beyond max level

**UnitTestCharacter**

tested…

* adding attacks to character attack & defend list when
  + there are duplicates
  + no attacks or defends are present
* performing actions (attacks & defends)
* receiving damage and deducting health (with and without defense buff from action)
* health never reaching below 0
* receiving no damage based on incoming damage value and character’s defense

**UnitTestTimeline**

tested…

* adding actions within timeline correctly (do not intersect with other actions, within timeline bounds)
* adding actions out of timeline bounds (actions will not be added in timeline)
* adding actions which intersect with other actions start/end-times
* allow for duplicate actions

**UnitTestBattleManager**

tested…

* correct execution of combat turn (timeline of actions of characters), even if empty
* turn execution stops when a character faint
* adding actions to combat turn

Status of testing is complete. All tests pass. Classes were modified for proper functionality for tests that did not work to pass.