

- Enemy speed for Easy
 - Tests that the easiest enemy has the proper speed for the easy setting. If this logic does not work properly, then the differences between the enemies won't be correct. This is checked by verifying the speed of enemies displayed are correct.
- Enemy speed for Medium
 - Tests that the medium enemy has the proper speed for the easy setting. If this logic does not work properly, then the differences between the enemies won't be correct. This is checked by verifying the speed of enemies displayed are correct.
- Enemy speed for hard
 - Tests that the hardest enemy has the proper speed for the easy setting. If this logic does not work properly, then the differences between the enemies won't be correct. This is checked by verifying the speed of enemies displayed are correct.
- Dead enemies don't move
 - Tests that enemies don't move once they've been killed. If this logic does not work properly, the player could lose after killing the enemy. This is checked by killing an enemy and making sure it doesn't move.
- Test that enemies lose health when hit
 - Tests that enemies lose health when hit. If this logic doesn't work, the enemies could keep going after they are supposed to be dead. This is checked by damaging the enemy and checking their health.
- Tower strength for cheapest tower
 - Tests that the cheapest tower has the proper strength. If this logic does not work properly, then the differences between the difficulties won't be correct. This is checked by selecting a difficulty and verifying the speed of enemies displayed are correct.
- Tower strength for second cheapest tower
 - Tests that the second cheapest tower has the proper strength. If this logic does not work properly, then the differences between the difficulties won't be correct. This is checked by selecting a difficulty and verifying the speed of enemies displayed are correct.
- Tower strength for most expensive tower
 - Tests that the most expensive tower has the proper strength. If this logic does not work properly, then the differences between the difficulties won't be correct. This is checked by selecting a difficulty and verifying the speed of enemies displayed are correct.
- Tests that enemy death increases money.
 - Tests that killing enemies results in money increase for the player. If this is not the case, players cannot make money to buy more towers. We do this by killing enemies and seeing if the money increases.
- Tests that towers have proximity sensors
 - Tests that towers can only attack enemies in range. If this is not the case, the strategy of the game is weakened. This is done by placing a tower and checking which enemies it targets.