

Test Name	Description	Result
TitleScreenTest.testAssets	Tests the assets loaded by TitleScreen class, where assets are loaded by multiple classes they are only tested by one of the testAssets methods	Passed
InstructionsScreenTest.testAssets	Tests the assets loaded by InstructionsScreen class	Passed
GameScreenTest.testAssets	Tests the assets loaded by GameScreen class	Passed
GameEndScreenTest.testAssets	Tests the assets loaded by EndGameScreen class	Passed
NotificationWindowTest.testAssets	Tests the assets loaded by NotificationWindow class	Passed
TeleporterDialogTest.testAssets	Tests the assets loaded by TeleporterDialog class	Passed
PlayerTest.testAssets	Tests the assets loaded by Player class	Passed
PlayerTest.testDeath	Tests the onDeath method of the Player class checking that it attempts to change the Screen to EndGameScreen	Passed
PlayerTest.onHit	Tests the onHit method of the Player class checking if: The player takes the correct amount of damage when hit; The player survives damage less than their health total; The player calls the onDeath method when their health is exactly 0; The player calls the onDeath method if their health goes below 0; The player does not take damage if their own attack hits them	Passed
OperativeTest.testAssets	Tests the assets loaded by Operative class	Passed
OperativeTest.onDeath	Tests the onDeath method of the Operative class checking that it: Sets the	Passed

	operative to dead when called; Attempts to change the Screen to GameEndScreen when all operatives have been apprehended	
OperativeTest.onHit	Tests the onHit method of the Operative class checking if: The operative takes the correct amount of damage when hit; The operative survives damage less than their health total; The operative calls the onDeath method when their health is exactly 0; The operative calls the onDeath method if their health goes below 0; The operative does not take damage if their own attack hits them or another operative's attack hits them	Passed
SystemsTest.onDeath	Tests the onDeath method of the Systems class checking that it: Removes the system instance from the static array of remainingSystems; Attempts to change the Screen to GameEndScreen when all systems have been destroyed	Passed
SystemsTest.onHit	Tests the onHit method of the Systems class checking if: The system takes the correct amount of damage when hit; The system survives damage less than their health total; The system calls the onDeath method when their health is exactly 0; The system calls the onDeath method if their health goes below 0; The system does not take damage from player attacks	Passed