```java
import static org.junit.Assert.*;

public class GameTest {

    @Test
    public void testMoveNorthFalse() {
        //verify that if the current room does not have a North Door, you cannot move north
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getNorthDoor()).thenReturn(false);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertFalse(g.moveNorth());

    }

    @Test
    public void testMoveNorthTrue() {
        //verify that if the current room has a north door, you can move north
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getNorthDoor()).thenReturn(true);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertTrue(g.moveNorth());

    }

    @Test
    public void testMoveSouthFalse() {
        //verify that if the current room does not have a South Door, you cannot move south
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getSouthDoor()).thenReturn(false);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertFalse(g.moveSouth());

    }

    @Test
    public void testMoveSouthTrue() {
        //verify that if the current room has a south Door, you cannot move south
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getSouthDoor()).thenReturn(true);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertTrue(g.moveSouth());
    }

    @Test
    public void testLookCream(){
        //verify that if the room has cream in it, the game tells you that you have cream
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getObjectInRoom()).thenReturn(2);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertEquals(g.look(), "You found some creamy cream!");
    }

    @Test
    public void testLookSugar(){
        //verify that if the room has sugar in it, the game tells you that you have sugar
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getObjectInRoom()).thenReturn(1);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertEquals(g.look(), "You found some sweet sugar!");
    }

    @Test
    public void testLookCoffee(){
        //verify that if the room has coffee in it, the game tells you that you have coffee
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getObjectInRoom()).thenReturn(3);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertEquals(g.look(), "You found some caffeinated coffee!");
    }

    @Test
    public void testLookNothing(){
        //verify that if the room has nothing in it, the game tells you that you have nothing
        Room mockedRoom = Mockito.mock(Room.class);
        Mockito.when(mockedRoom.getObjectInRoom()).thenReturn(0);
        Game g = new Game();
        g.setCurrentRoom(mockedRoom);
        assertEquals(g.look(), "You don't see anything out of the ordinary.");
    }


}
```