LandscapeTest.java

testEasyMoney()

- This test ensures that the initial starting money in the easy setting of the game is equal to 2000. It does this by opening the game screen in the easy setting and verifying the money value.

testEasyHealth()

- This test ensures that the initial starting health in the easy setting of the game is equal to 3000. It does this by opening the game screen in the easy setting and verifying the health value.

testMediumMoney()

- This test ensures that the initial starting money in the medium setting of the game is equal to 1000. It does this by opening the game screen in the easy setting and verifying the money value.

testMediumHealth()

- This test ensures that the initial starting health in the medium setting of the game is equal to 2000. It does this by opening the game screen in the medium setting and verifying the health value.

testHardMoney()

- This test ensures that the initial starting money in the hard setting of the game is equal to 800. It does this by opening the game screen in the hard setting and verifying the money value.

testHardHealth()

- This test ensures that the initial starting health in the hard setting of the game is equal to 1000. It does this by opening the game screen in the hard setting and verifying the health value.

testCheckPurchase()

- This test ensures that a user is able to place a tower on a valid spot on the grid. It does this by purchasing a tower from the shop, finding a valid spot on the grid, placing the tower there, and ensuring that that grid is updated on the game screen.

ShopTest.java

testBadTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 100 if a bad tower is purchased in the easy setting of the game. It does this by purchasing a bad tower from the shop in the easy setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.

testNormalTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 250 if a normal tower is purchased in the easy setting of the game. It does this by purchasing a normal tower from the shop in the easy setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.

testEliteTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 500 if an elite tower is purchased in the easy setting of the game. It does this by purchasing an elite tower from the shop in the easy setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.

testBadMediumTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 200 if a bad tower is purchased in the medium setting of the game. It does this by purchasing a bad tower from the shop in the medium setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.

testNormalMediumTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 500 if a normal tower is purchased in the medium setting of the game. It does this by purchasing a normal tower from the shop in the medium setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.

testEliteMediumTowerPriceUpdate()

- This test ensures that the money available to the user decreases by 1000 if an elite tower is purchased in the medium setting of the game. It does this by purchasing an elite tower from the shop in the medium setting of the game and verifying that the money text on the game screen is correct given the amount of money the user had prior to purchasing the tower.