EnemyTest.java

testCombatStartButton()

- This test ensures that the user is able to click on the "start game" button once they enter the game screen, and that they are not able to click on it again once the game has started.

testCombatShopButton()

- This test ensures that, once the users has clicked the "start game" button in the game screen, they are not able to open the shop to purchase additional towers, by verifying that the "open shop" button is disabled.

testMonumentUnaffected()

- This test ensures that the monument health is not decreased when an enemy has not reached the monument.

testEnemyReachesEasy()

- This test ensures that the enemy reaches the monument within the expected time in the easy setting of the game.

testEnemyReachesMedium()

- This test ensures that the enemy reaches the monument within the expected time in the medium setting of the game.

testEnemyReachesHard()

- This test ensures that the enemy reaches the monument within the expected time in the hard setting of the game.

testEasyGameOver()

- This test ensures that the monument's health is decreased correctly once the enemy reaches the monument in the easy setting of the game.

testMediumGameOver()

- This test ensures that the monument's health is decreased correctly once the enemy reaches the monument in the medium setting of the game.

testHardGameOver()

- This test ensures that the monument's health is decreased correctly once the enemy reaches the monument in the hard setting of the game

testPlayAgain()

- This test ensures that the user is able to click on the "play again" button after they are shown the "game over" screen, and that upon clicking this button, they are taken back to the home screen of the game