

diffEnemyDamage()

- Checks if the enemy damage for each enemy type are different
- Compares each witch, wizard, and archers' damage attribute to see if they are all different
- This is important to the implementation of the game because each enemy type should do different damages to the monument

diffEnemyMovementSpeed()

- Checks if the enemy movement speed for each enemy type are different
- Compares each witch, wizard, and archers' movement speed attribute to see if they are all different
- This is important to the implementation of the game because each enemy type should move towards the monument at different speeds

diffEnemyHealth()

- Checks if the enemy health for each enemy type are different
- Compares each witch, wizard, and archers' health attribute to see if they are all different
- This is important to the implementation of the game because each enemy type should be able to handle different amounts of damage

diffTimeBetween()

- Checks if the time between each enemy type are different
- Compares each witch, wizard, and archers' time between attributes to see if they are all different
- This is important to the implementation of the game because each enemy type should deploy at different intervals toward the monument

archerAttack()

- Checks if the archer's attack actually damages the monument's health by the right amount
- This makes sure that the archer attack works for each difficulty by comparing the monument health to the original monument health - archer attack damage. If they are the same it works.
- This is important to the implementation of the game because the archer should damage the monument by the right amount for each difficulty.

wizardAttack()

- Checks if the wizard's attack actually damages the monument's health by the right amount
- This makes sure that the wizard's attack works for each difficulty by comparing the monument health to the original monument health - wizard attack damage. If they are the same it works.
- This is important to the implementation of the game because the wizard should damage the monument by the right amount for each difficulty.

witchAttack()

- Checks if the witch's attack actually damages the monument's health by the right amount
- This makes sure that the witch's attack works for each difficulty by comparing the monument health to the original monument health - witch attack damage. If they are the same it works.
- This is important to the implementation of the game because the witch should damage the monument by the right amount for each difficulty.

DiffNumWitches()

- Checks if the number of witches deployed on each difficulty is different
- Compares each easy, medium, and hard games' number of witches deployed to see if they are all different
- This is important to the implementation of the game because each map should deploy more enemies as difficulty increases

DiffNumArchers()

- Checks if the number of archers deployed on each difficulty is different
- Compares each easy, medium, and hard games' number of archers deployed to see if they are all different
- This is important to the implementation of the game because each map should deploy more enemies as difficulty increases

DiffNumWizards()

- Checks if the number of wizards deployed on each difficulty is different
- Compares each easy, medium, and hard games' number of wizards deployed to see if they are all different
- This is important to the implementation of the game because each map should deploy more enemies as difficulty increases