diffInitialBalance()
- Checks if the initial balances for each map difficulty are different
- Compares each easy, medium, and hard players' balance attribute to see if they are all different
- This is important to the implementation of the game because each map should begin with different initial balances

diffDifficulty()
- Checks if the difficulty level for each map is different
- Compares each easy, medium, and hard players' map difficulty attribute to see if they are all different
- This is important to the implementation of the game because each map should begin with different difficulties

diffCannon1InitialCosts()
- Checks if the initial costs to buy cannon 1 on each map difficulty are different
- Compares each easy, medium, and hard cannon 1's cost to see if they are different
- This is important to the implementation of the game because cannon 1 should cost differently for each difficulty

diffCannon2InitialCosts()
- Checks if the initial costs to buy cannon 2 on each map difficulty are different
- Compares each easy, medium, and hard cannon 2's cost to see if they are different
- This is important to the implementation of the game because cannon 2 should cost differently for each difficulty

diffCannon3InitialCosts()
- Checks if the initial costs to buy cannon 3 on each map difficulty are different
- Compares each easy, medium, and hard cannon 3's cost to see if they are different
- This is important to the implementation of the game because cannon 3 should cost differently for each difficulty

diffCannonsUpgradeMultipliers()
- Checks if the upgrade multipliers to upgrade the various cannons on each map difficulty are different
- This is important to the implementation of the game because the upgrade for every difficulty should cost differently for each difficulty

diffCannonsAttackSpeeds()
- Checks if the attack speeds of the various cannons are different for each cannon at each difficulty
- This is important to the implementation of the game because the attack speeds need to be different for each cannon regardless of the difficulty

diffCannonsAttackDamage()
- Checks if the attack damages of the various cannons are different for each cannon at each difficulty
- This is important to the implementation of the game because the attack damages need to be different for each cannon regardless of the difficulty

diffMonumentHealth()
- Checks if the initial monument health for each map difficulty are different
- Compares each easy, medium, and hard players' monument health attribute to see if they are all different
- This is important to the implementation of the game because each map should begin with different monument healths

testBuyTower()
- Checks if the buy tower method works correctly
- Compares when the player balance is greater than, equal to, or less than the tower cost
- This is important to the implementation of the game because it should return true if the balance is greater than or equal to the tower cost, and false if it is less than the tower cost, which is the basis on whether a player is allowed to purchase a tower