M4 Testing Deliverable:

For M4, the GrowCropTests are meant to test the process of planting, watering, and growing a crop, and the various stages that result. The first test ensures that the plantSeed method properly. This means that the plantSeed tests ensure that if the seed planted is in the player inventory, the Crop object is added to the planted array at that specified position, and that if the player does not have the Crop in their inventory, the slot will remain null. Then, for the waterCrop tests, we asserted that the water level of a planted crop at that specified index was properly incremented with the waterCrop method and was properly decremented as the crop ages. These tests also verify that if the crop is not watered enough, it dies, and if it is overwatered it also dies. Finally, the last tests verify that a planted soybean crop properly grows to the immature stage and mature stages, and that its base price is adjusted accordingly.