EventQueueTests + void Setup()

IncreasesQueueCount() + void DequeueBatch WhenQueue HasEnoughItems ReturnsCorrectBatch AndUpdatesCount()

+ void Enqueue WhenCalled

+ void DequeueBatch WhenQueue HasFewerItems ReturnsAllItems() + void RequeueBatch AfterFailure

HasData LoadsExistingQueue()

AddsItemsToFrontOfQueue() + void Constructor WhenStorage