

Unit Test Results Report

Class	Test	Result
Entity	PointShouldBeInRangeTest	Pass
Entity	PointShouldNotBeInRangeTest	Pass
Entity	InsideBoundaryInRangeTest	Pass
Entity	OutsideBoundaryInRangeTest	Pass
FireEngine	EngineShouldNotDestroyWhenHealthyTest	Pass
FireEngine	EngineShouldDestroyWhenHealthBelowZeroTest	Pass
FireEngine	EngineShouldDecreaseHealthOfFortressTest	Pass
FireStation	EngineShouldNotRepairWhenHealthIsMaxTest	Pass
FireStation	EngineShouldNotExceedMaxTest	Pass
FireStation	EngineShouldNotRepairWhenOutsideRangeTest	Pass
FireStation	EngineShouldRepairCorrectlyTest	Pass
Fortress	FortressShouldDecreaseHealthOfEngineTest	Pass
Fortress	FortressShouldDestroyCorrectlyTest	Pass
PauseScreen	PauseScreenShouldBePausedWhenCalledTest	Pass
PauseScreen	PauseScreenShouldResumeWhenResumeButtonPressedTest	Pass
PauseScreen	PauseScreenShouldNotResumeWhenElsewherePressedTest	Pass
PauseScreen	PauseScreenOutsideBoundaryTest	Pass
PauseScreen	PauseScreenInsideBoundaryTest	Pass
Unit	SpriteShouldMoveWhenButtonPressedTest	Pass
Unit	MultipleMovementsShouldAddUpTest	Pass
Unit	MovingEquallyInAllDirectionsShouldResultInOriginalPositionTest	Pass
Unit	SpriteShouldNotEnterHitboxTest	Pass