Test ID	Test Class	Test Name
test_1.1	EntityTest	testSetPositionStandard()
test_1.2	EntityTest	testSetPositionShouldAllowForZeros()
test_1.3	EntityTest	testSetPositionShouldThrowExceptionForOutOfBoundaryNegative()
test_1.4	EntityTest	testTextureGetterAndSetter()
test_2.1	UnitTest	constructorsShouldSetCorrectParametersToValues()
test_2.2.1	UnitTest	testIsDeadStandard()
test_2.2.2	UnitTest	testIsDeadShouldReturnTrueWhenZero()
test_2.3	UnitTest	testSetCurrentHealthThrowsExceptionWithNegative()
test_2.4.1	UnitTest	testSetCurrentHealthShouldCapMaxHealth()
test_2.4.2	UnitTest	testAddHealthWithNormalValue()
test_2.4.3	UnitTest	testAddHealthShouldCapAddedHealth()
test_2.4.4	UnitTest	testAddHealthShouldRejectNegativeHeal()
test_2.5.1	UnitTest	testTakeDamageStandard()
test_2.5.2	UnitTest	testTakeDamageCapsCurrentHealth()
test_3.1.1	ProjectileTest	testEightParameterConstructorWorksAsExpected()
test_3.1.2	ProjectileTest	testSevenParameterConstructorWorksAsExpected()
test_3.2	ProjectileTest	setLengthShouldReturnDistaceBetweenVectors()
test_3.3.1	ProjectileTest	hitUnitShouldReturnTrueIfHitUnit()
test_3.3.2	ProjectileTest	hitUnitShouldReturnFalseIfNotHitUnit()
test_4.1.1	FortressTest	constructorShouldGiveCorrectSpawnLevel1()
test_4.1.2	FortressTest	constructorShouldGiveCorrectSpawnLevel2()
test_4.1.3	FortressTest	constructorShouldGiveCorrectSpawnLevel3()
test_4.1.4	FortressTest	constructorShouldGiveCorrectSpawnLevel4()
test_4.1.5	FortressTest	constructorShouldGiveCorrectSpawnLevel5()
test_4.1.6	FortressTest	constructorShouldGiveCorrectSpawnLevel6()
test_4.2	FortressTest	correctAliensShouldBeAddedForGivenLevel()

test_4.3.1	FortressTest	gettersForWeaponsShouldReturnCorrectValues()
test_4.3.2	FortressTest	healthShouldChangeCorrectlyTest()
test_4.3.3	FortressTest	alienPositionsShouldChangeCorrectlyTest()
test_5.1	CharacterTest	constructorShoulInitialiseCorrectly()
test_5.2	CharacterTest	setTargetShouldSetTargetToGivenUnit()
test_6.1	FireTruckTest	constructorShouldSetCorrectParametersToVariables()
test_6.2.1	FireTruckTest	updateCurrentWaterShouldChangeCurrentWaterStandard()
test_6.2.2	FireTruckTest	updateCurrentWaterShouldAllowForWaterToBeZero()
test_6.2.3	FireTruckTest	updateCurrentWaterShouldSetNegativeWaterLevelsToBeZero()
test_6.2.4	FireTruckTest	truckShouldMoveWhenCommandedTest()
test_6.2.5	FireTruckTest	movingEquallyInAllDirectionsShouldResultInOriginalPositionTest()
test_6.3.1	FireTruckTest	truckShouldChangeDirectionWhenKeyPressedTest()
test_6.3.2	FireTruckTest	truckShouldTurnDiagonalWhenTwoKeysPressedTest()
test_6.4.1	FireTruckTest	truckShouldMoveWhenAbleToTest()
test_6.4.2	FireTruckTest	truckShouldNotMoveWhenTouchingObstacleTest()
test_6.5.1	FireTruckTest	speedPowerUpShouldDoubleSpeed()
test_6.5.2	FireTruckTest	damagePowerUpShouldDoubleDamage()
test_6.5.3	FireTruckTest	rangePowerUpShouldDoubleRange()
test_6.5.4	FireTruckTest	maxHealthPowerUpShouldIncreaseMaxHealth()
test_6.5.5	FireTruckTest	infiniteHealthShouldMakeTruckInvincible()
test_6.6.1	FireTruckTest	currentWaterShouldUpdateCorrectlyTest()
test_6.6.2	FireTruckTest	currentHealthShouldUpdateCorrectlyTest()
test_7.1	AlienTest	constructorsShouldSetCorrectParametersToValues()
test_7.2.1	AlienTest	truckInRangeShouldChangeTargetForInRangeTruck()
test_7.2.2	AlienTest	truckInRangeShouldNotChangeTargetForOutOfRangeTruck()
test_7.2.3	AlienTest	truckInRangeShouldSetTargetToNullWhenTargetHasNoHealth()
test_7.2.4	AlienTest	alienShouldMoveToNewWaypointWhenReachedOldOneTest()
test_7.2.5	AlienTest	alienShouldGoBackToInitialWaypointWhenEndReachedTest()

test_7.2.6	AlienTest	alienMovesTowardsWaypointTest()
test_7.2.7	AlienTest	alienShouldMoveAlongXTowardsFireStationWhenCalledTest()
test_7.2.8	AlienTest	alienShouldMoveAlongYTowardsFireStationWhenCalledTest()
test_7.3.1	AlienTest	loopPatrolWhenEndIsReached()
test_7.3.2	AlienTest	updateTimeSinceAttackShouldIncreaseTimeTest()
test_7.3.3	AlienTest	resetTimeSinceAttackShouldResetTimeToZeroTest()
test_8.1.1	BombTest	bombDoesDamage()
test_8.1.2	CharacterTest	constructorShouldInitializeCorrectly()
test_8.1.3	CharacterTest	setTargetShouldSetTargetToGivenUnit()
test_8.2.1	PowerUpTest	testGetterWorksAsExpected()