**Unit Test Results Report**

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| 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 |