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| 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() |