Name of Change	Class	Description of Change
UNIT_TESTING_CHANGE_1	FireTruck	No need for any GUI code to be present - caused errors which were not relivant to the functionality of the FireTruck. These lines of code and their relevent Requirements were User Tested
UNIT_TESTING_CHANGE_2	FireTruck	Added a getter for currentWater to ensure that the firetrucks were firing and losing water without visual aid
UNIT_TESTING_CHANGE_3	GameScreen	No need for any GUI code to be present - caused errors which were not relivant to the functionality of the GameScreen. These lines of code and their relevent Requirements were User Tested
UNIT_TESTING_CHANGE_4	TiledGameMap	Only used to render changes onto screen - caused errors which were not relivant to the functionality of the TiledGameMap. These lines of code and their relevent Requirements were User Tested
UNIT_TESTING_CHANGE_5	FireTruck	Removed same lines of code at UNIT_TESTING_CHANGE_1 but in lower part of code
UNIT_TESTING_CHANGE_6	FireTruck	Added a setter for Direction since the updateDirection() checks for key presses which I cannot simulate.
UNIT_TESTING_CHANGE_7	Alien	Added a getter and setter for currentWayPoint to ensure it was not updating while movementCountdown was above or equal to 0, and to ensure that it is reset when at final position