USER MANUAL FOR MAGE DUEL
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Welcome to the world of the Arch Mage Reubius, you have just received a letter from the Guild of Arch Mages and the Valley of the Moonrise is once again in peril. Arch Mage Stelius threatens the land with fire and destruction. He will take away our will and doom us all if he is not stopped, he will destroy multiple worlds to maintain power. He will not stop unless someone stops him, will you be the hero we need? Will you help to save the Valley and all the people within?

Thank you for joining us at Geekatronic Games, we will take you through game step by step. Upon opening the app you will read the challenge for the duel. You have the option to accept the challenge or not. The {accept} button will take you to the challenge and the {escape} button will allow you to use one of your spells to escape to safety and will cancel the game. If you accept then you will be transported to the duel, but you need to be ready when you accept. You are judged on the power of the spell you cast so make it a powerful spell.

When you are ready you will chose the {roll to cast spell} button, but if you are not ready you can escape and live to fight another day. If you chose to duel a random number will be chosen and that will equal the power of the spell you cast. If Stelius has a higher number, Stelius wins and if you have the higher score, you win. **CAUTION:** Stelius is a sore loser and will possibly run away before you realize what has happened.

Validation Testing

Test Data 1:
Tried to run just to see the background with texts and nothing happened. Rewatching tutorials to make sure my logic and code are good. I wanted to call the class MageDuel but I decided to go with GUIDesign like one of the tutorials I watched used. Keep it simple and understandable.
-Bummer

Test Data 2:
Followed Tutorial to ensure I was writing the correct code and found a better but more difficult way. Still no GUI popup. Made sure to use good programing etiquette this time and have a good amount of comments so nothing is misunderstood.
-Bummer

Test Data 3:
Solved all the issues but I thought I had Pillow downloaded but apparently not. Will work some more on it. The only errors showing up are for Pillow
-Bummer

Test Data 4:
Gave up on images after spending almost a whole day working on it. Decided to go with solid colors instead. GUI WORKS!!
The escape button won't budge from where it is so I will try to adjust to make it look neat.

Test Data 5:
Now that I have pop ups, I can focus on adjusting the text. I tried to change the placement of the escape button but it wouldn't run.Changed it back so it would run.

Test Data 6:

Somehow I managed to get everything working and continuously running the GUI to ensure it will continue to work correctly. Went back and made more comments to ensure that I am practicing good coding etiquette. I wish I could have used the backgrounds I found but I let myself get too behind and will improve it when I am more knowledgable on pillow and what I did wrong.