Result of manual testing

1) If input gets incorrect input data, program prints a message about it and requests the data once more.

Trying Player 0, -1, -10, Penguins 0, -1, -10, Map 0 0 , 1 1, -10 -1, -10 -10.

Program testing with (Player 2, Penguin 2, Map 3 3), (Player 3, Penguin 3, Map 10 10) and ( Player 5, Penguin 1, Map 10 10). In all this data it was tried to input penguin with incorrect coordinates (as a result program says that the coordinates were incorrect and requests it again), tried to choose incorrect penguin or incorrect number (program says what number was incorrect and requests it again) and tried to choose incorrect coordinate (when another penguin doesn’t let this move, when coordinate is diagonal and when coordinate is out of map’s bounds) to move (program say what your penguin can’t go to this coordinate and request again).

During all these tests no mistakes were found and the program worked correctly in all cases without any crashes.

1. Checking generation map with different size.(3 3, 5 5, 10 10, 20 30,10 40). In all situation map generate correctly.
2. Function testing with different name with special symbols and number. In all situation function work correct.