Documentation for manual testing

1. Testing the whole program.

Compile program with different input data.(Example 1(Players 2, Penguins 1, Map 3 3 and different player name) Example 2(Players 5, Penguins 3, Map 20 20 and different player name)). During fill input data try to write incorrect data (for example player and penguins less then 1, small map or with negative size, same names for players). After filling input try to put penguins with incorrect coordinates, choose incorrect number of your penguin and chose penguin which cant move and make incorrect moves. Report result of testing.

1. Testing MapGeneration function.

Try to input different size of map and check result of it.

3 Function check\_names.

Fill GameData different players name and check the result of function.

4 Another function will test during testing whole program.