Throughout working on our project, we came up with how our testing framework would work. We were able to pretty much fully implement it as we thought, but we ran into a few minor errors that had to be ironed out. One of the biggest things that took up a long portion of our time was getting the testCase.txt files to be read. For a while, we kept getting failures for our few test cases we wrote, and we spent hours and hours trying to diagnose why. Finally, Daniel had the idea to open up one of the files and look at the contents, and we discovered that the text of the file had been erased. No wonder we were drawing blanks! The relief that we faced after we discovered this and fixed the error was very high.

After that, we ran into the issue of the program not really wanting to work on Carson's windows laptop. We were able to get it to run on Casey's VM, Daniel's VM, and Carson's desktop (which is windows), as well as a VM on Carson's machine, but not the Windows laptop. It was not that big of an issue, but Carson preferred to work on Windows with some of the code editors he already had rather than the ones he had installed on his VM. We never really figured out why it didn't want to work on the Windows laptop, although it worked on a different windows machine.

Past that, we developed our first couple of test cases using the static_get_champion method and everything went well! Next, we just need to work on developing the rest of our 25 test cases, as well as injecting faults into the project's code. It's coming along great!!