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| Test Log | | | |
| Purpose: Test when placing an already occupied spot | | | |
| **ACTION** | **EXPECTED OUTPUT** | **PASS/FAIL** | **REASON FOR FAILURE** |
| Start the game | Game starts with no errors or issues | PASS |  |
| Select thrower ant | Thrower any is highlighted | PASS |  |
| Place another thrower ant in the same spot | No ant is placed and the food is not taken away | FAIL | The deployAnt() method in the AntColony class only checks if there is enough food, not if there is any ant present. So a check for if an ant is in the same spot the player is trying to place one, needs to be added. |
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