

## Penguin's game

Test number	Description	Inputs	Expected output	Pass/Fail
1	Testing if program acts correctly for too big board coordinates	x = 22 y = 22	Prints a message that values are invalid	Pass
2	Testing if program acts correctly for too big number of penguins.	x = 11	Prints a message that value is invalid	Pass
3	Testing if program acts correctly for trying to put one penguin on another	Typing same coordinates as other penguin	Prints a message that place is already occupied	Pass
4	Testing if program acts correctly for trying to place penguin on tiles with more than 1 fish	Typing coordinates for tile with 3 fishes	Prints a message that you can't place a penguin there	Pass
5	Testing if program acts correctly for determining the winner	player1= 21 player2= 11	Prints a message that player1 wins	Pass