

测试用例：

输入：3 1 y 1 y

输出：

—：

[Mew]

HP:832 MP:950 ATK:100 DEF:100 SPD:85

Status: {CHOKE}

=====

Mew casted move <Oneiro Sting> to Irrawa!

The move <Oneiro Sting> inflicted *30* damage to Irrawa

Irrawa casted move <Aqua Ball> to Mew!

The move <Aqua Ball> inflicted *25* damage to Mew

TOXIC damaged Irrawa 46 HP!

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[Irrawa]

HP:1000 MP:510 ATK:125 DEF:100 SPD:80

Status: {TOXIC}

[Mew]

HP:807 MP:925 ATK:100 DEF:100 SPD:85

Status: {CHOKE}

=====

Mew casted move <Oneiro Sting> to Irrawa!

The move <Oneiro Sting> inflicted *30* damage to Irrawa

Irrawa casted move <Aqua Ball> to Mew!

The move <Aqua Ball> inflicted *25* damage to Mew

TOXIC damaged Irrawa 59 HP!

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[Irrawa]

HP:911 MP:410 ATK:125 DEF:100 SPD:80

Status: {TOXIC}

[Mew]

HP:782 MP:900 ATK:100 DEF:100 SPD:85

Status: {CHOKE}

=====

Mew casted move <Oneiro Sting> to Irrawa!

The move <Oneiro Sting> inflicted *30* damage to Irrawa

Irrawa casted move <Aqua Ball> to Mew!

The move <Aqua Ball> inflicted *25* damage to Mew

TOXIC damaged Irrawa 76 HP!

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[Irrawa]

HP:805 MP:310 ATK:125 DEF:100 SPD:80

Status: {TOXIC}

[Mew]

HP:757 MP:875 ATK:100 DEF:100 SPD:85

Status: {CHOKE}

=====

Floating point exception: 8

二 :

Please choose the character you want to adjust!

Insert the number to see more information about the character...

1: [-Irrawa-]

2: [-Mew-]

3: [-Rosie-]

4: [-Asibi-]

[Irrawa]

HP:1200 MP:800 ATK:125 DEF:100 SPD:80

Irrawa is the guardian of river Irrawaddy. She is also a good wielder of wind and rain, buffing and destruction.

Will you choose her as your God?(Y/N)

P1 choosed Irrawa as his god! Good luck to you!

Please choose the character you want to base on!

Insert the number to see more information about the character...

1: [-Mew-]

2: [-Rosie-]

3: [-Asibi-]

[Mew]

HP:1000 MP:1000 ATK:100 DEF:100 SPD:100

Mew is the soul of an lethal legendary poison sword. Her battle style is pain, or, torture, absolute torture.

Will you choose her as your God?(Y/N)

P2 choosed Mew as his god! Good luck to you!

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[Irrawa]

HP:1200 MP:800 ATK:125 DEF:100 SPD:80

Status: None

[Mew]

HP:1000 MP:1000 ATK:100 DEF:100 SPD:100

Status: None

=====

Floating point exception: 8

=====

[Irrawa]

HP:1210 MP:720 ATK:126 DEF:101 SPD:81

Status: None

[Mew]

HP:937 MP:925 ATK:115 DEF:115 SPD:100

Status: {NETHER CIRCUIT}

=====

1:3

2:2

Mew casted move <Desolation>!

Irrawa casted move <Rain Of Nayad> to Mew!

The Poison Aura tainted the field!

Mew is poisoned! She will suffer pain from this in several turns.

Irrawa is poisoned! She will suffer pain from this in several turns.

Irrawa is imbued with Nayad's Power.

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O. O. O. O. O. O. O. O. O. O. O. O. O. O. O. O.

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[Irrawa]

HP:1230 MP:670 ATK:126 DEF:101 SPD:86

Status: {POISONED}

[Mew]

HP:937 MP:900 ATK:115 DEF:115 SPD:100

Status: {NETHER CIRCUIT} {POISONED}

./

O. O. O. O. O. O. O. O. O. O. O. O. O. O. O. O.

=====

1:2

```
Floating point exception: 8  
(base) localhost:~ otbooster$
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发现 Bug：零除问题，防御为 0 时出现此 bug。在判断时使防御最小值为 1 即解决。

再次输入：3 1 y 1 y

程序进行约 5 分钟后，发生 Killed：9 错误退出。

检查后返现，在进入 AI 模式时，蒙特卡洛算法会占用大量内存，且内存占用无上限，最后导致系统崩溃，被系统强行杀掉。经过排查，发现蒙特卡洛搜索函数会生成大量内存碎片。随后优化了蒙特卡洛函数，使其对内存占用降低至正常水平（1GB 以下，通常为 300MB 以下，且不会无上限地增加），故障排除。

再次输入：3 1 y 1 y

部分输出片段如下：

Rosie casted move <Fleeting Meme(shadow)> to Asibi!

Asibi casted move <Objective Illusion>!

The move <Objective Illusion> healed *664* to Rosie

The move <Objective Illusion> healed *296* to Asibi

Spirified status lost

Time has somewhat leaped forward!

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[Rosie]

HP:1676 MP:225 ATK:90 DEF:-6083 SPD:120

Status: None

[Asibi]

HP:1121 MP:190 ATK:110 DEF:110 SPD:100

Status: None

=====

Rosie 的防御值异常，发现 Bug。

经修改后正常。

再次输入：3 1 y 1 y

输出无异常，最终返回结果为：3

输入：3 3 y 3 y

输出无异常，最终返回结果为：12

输入：2 1 y 2 y 1 2 3 4 5 1 2 3 4 5

输出无异常，最终返回结果为：

.....

Rosie casted move <Kiss Of Succubus> to Irrawa!

The move <Kiss Of Succubus> inflicted *196* damage to Irrawa

The move <Kiss Of Succubus> healed *99* to Rosie

P2 and his guardian god Rosie is winner!Do you want to play again? Y to play again! Other to return to main menu!

Bye!

Rosie (AI) 取得胜利；

输入：2 2 y 3 y 1 2 3 4 5 1 2 3 4 5

输出无异常，最终返回结果为：

.....

Mew casted move <Oneiro Sting> to Asibi!

The move <Oneiro Sting> inflicted *21* damage to Asibi

Asibi is badly poisoned! She will suffer increasingly lethal pain from this.

Asibi casted move <Dark Void> to Mew!

The move <Dark Void> inflicted *200* damage to Mew

P2 and his guardian god Asibi is winner!Do you want to play again? Y to play again! Other to return to main menu!

Bye!

Asibi (AI) 取得胜利；

证明在玩家任意施放技能的情况下，AI 是可以击败玩家的，AI 能力有效。

输入：1 1 y 1 y 1 2 3 4 5 1 2 3 4 5

输出无异常，最终返回结果为：

.....

Irrawa casted move <Tailwind>!

Poisoned status lost

Mew casted move <Oneiro Sting> to Irrawa!

The move <Oneiro Sting> inflicted *38* damage to Irrawa

TOXIC damaged Irrawa 59 HP!

P2 and his guardian god Mew is winner!Do you want to play again? Y to play again! Other to return to main menu!

Bye!

输入：1 3 y 3 y 1 2 3 4 5 1 2 3 4 5

输出无异常，最终返回结果为：

.....

Rosie casted move <Objective Illusion(shadow)>!

The move <Objective Illusion(shadow)> inflicted *410* damage to Asibi

The move <Objective Illusion(shadow)> inflicted *460* damage to Rosie

P1 and his guardian god Rosie is winner!Do you want to play again? Y to play again! Other to return to main menu!

Bye!

发现异常，Objective Illusion 技能不应存在杀死角色的情况。

判断为指针操作错误 Bug，已修改

再次输入：1 3 y 3 y 1 2 3 4 5 1 2 3 4 5

输出无异常，最终返回结果为：

.....

Rosie casted move <Kiss Of Succubus> to Asibi!

The move <Kiss Of Succubus> inflicted *77* damage to Asibi

The move <Kiss Of Succubus> healed *39* to Rosie

P1 and his guardian god Rosie is winner!Do you want to play again? Y to play again! Other to return to main menu!

Bye!

证明玩家对战功能可用。测试通过。