# Testing Document

Types testing:

|  |  |  |
| --- | --- | --- |
| Tested: | Expected: | Result |
| Enemy type = fire. Equipped weapon type = fire. | Enemy is damaged |  |
| Enemy type = air. Equipped weapon type = air. | Enemy is damaged |  |
| Enemy type = water. Equipped weapon type = fire | Enemy is not damaged |  |
| Timer finishes | Player is damaged |  |
| Player health = 0 | Game quits (in non executable a console message is thrown instead). |  |

Outcomes of testing:

Feedback: