# Testing Document

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# Exercise 1

## Classes

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| **Test** | **Expected Output** | **Actual Output** | **Passed?** |
| weapons[0] = new Weapon("Makeshift Spear", 5, 10f, "spear");  actors[0] = new Goblin(weapons[0]); | Goblin  Goblin's health: 50  Goblin's strength: 10  Weapon Name: Makeshift Spear  Damage: 5  Range: 10  Weapon Type: spear | Goblin  Goblin's health: 50  Goblin's strength: 10  Weapon Name: Makeshift Spear  Damage: 5  Range: 10  Weapon Type: spear | Passed |
| weapons[0] = new Weapon("Rusty Sword", 10, 5f, "sword");  actors[0] = new Skeleton(weapons[0]); | Skeleton  Skeleton's health: 50  Skeleton's strength: 100  Weapon Name: Rusty Sword  Damage: 10  Range: 5  Weapon Type: sword | Skeleton  Skeleton's health: 50  Skeleton's strength: 100  Weapon Name: Rusty Sword  Damage: 10  Range: 5  Weapon Type: sword | Passed |
| weapons[0] = new Weapon("Choppa", 50, 7.5f, "heavy sword");  actors[0] = new Orc(weapons[0]); | Orc  Orc's health: 500  Orc's strength: 100  Weapon Name: Choppa  Damage: 50  Range: 7.5  Weapon Type: heavy sword | Orc  Orc's health: 500  Orc's strength: 100  Weapon Name: Choppa  Damage: 50  Range: 7.5  Weapon Type: heavy sword | Passed |