Test plan

This project is mainly tested in three aspects, correctness, fault tolerance, time.

Correctness Test

The test is to verify that when users enter actual data, the system meets the requirements of the requirements specification and ensures they cover at least the functions in the requirements specification and are normal. It mainly uses 'println' in this project, and all function can run correctly till now in this project.

Fault Tolerance Test

This test is for the program can receive correct data input and produce correct (expected) output, input illegal data (illegal type, non-compliant data, overflow data, etc.), the program should be able to give prompts and deal with it accordingly. In this project, when users input more than two players name, the program will just output the users input but still run correctly

Time Test

This test is to verify the project run in limited, and it also makes coders optimize algorithm. The elapsed time is 2.022s till now.