Time and date	Test Description	Files Affected	Test Result	Notes
05 Feb 1500	Tested player class	player_class.rb	Player class working as planned	
05 Feb 1515	Tested enemy class	enemies.rb	Enemy class working as planned	
05 Feb 1515	Tested main menu	menu.rb	Main menu printing correctly	
05 Feb 1532	Tested fight method	player_class.rb	Fight method works	Needed to restore enemy health if player loses
05 Feb 1545	Puts damage to check working	player_class.rb	NoMethodError - fixed rand method for damage	
05 Feb 1545	Puts enemy health after fight to see if calculating properly	player_class.rb	Successfully printed damage	
05 Feb 1550	Printed coins and exp after fight to ensure passing to method	player_class.rb	TypeError - fixed variable types	
06 Feb 0820	Test level up method	player_class.rb	NoMethodError - fixed level_up method	
06 Feb 0820	Test enemy array printing properly	main.rb	Array printing correctly	
06 Feb 0830	Test weapons array printing properly	player_class.rb	Array printing correctly	
06 Feb 0830	Test weapons adding to player class as intended	weapons.rb, player_class.rb	Uninitialzed constant NameError - changed class variables	
06 Feb 0900	Test weapon stats modifying damage properly	player_class.rb	Damage modifying as intended	
06 Feb 0900	Test damage applying to enemy properly	enemy.rb, player_class.rb	TypeError - fixed variable types	
06 Feb 0930	Test damage scaling with level	weapons.rb, player_class.rb	Damage improving as intended	
06 Feb 1240	Puts enemy health during battle to ensure being reduced	player_class.rb	Enemy health reducing to zero	Needed to restore practice enemy health in order to continue training
06 Feb 1240	Test enemy removed from array after defeat	main.rb, player_class.rb	Array removes enemy once health zero	Seperated enemies and practice enemies into two seperate arrays
06 Feb 1308	Tested victory screen method	victory_screen.rb, main.rb	Victory screen not printing, fixed with gem	
06 Feb 1400	Printed weapons array and choice in armoury method	player_class.rb, weapons.rb	Not checking array properly, changed method called	
07 Feb 1420	Test files still working after refactoring file structure	All app files	Multiple errors, all fixed by updating naming	
07 Feb 1420	Test player class created no matter string entered	player_class.rb, arena.rb	Player can name character anything they want	
07 Feb 1450	Test armoury method not assigning weapon if random string entered	weapons.rb, player_class.rb	Fixed by adding extra checks to assigning weapons	
07 Feb 1500	Test armoury method still working after move between files	armoury.rb	NoMethodError - fixed by updating changed files	
07 Feb 1530	Complete run through of app	All files	Victory screen not called, updated and fixed	
07 Feb 1530	Removed weapons global variables	player_class.rb, main.rb, weapons.rb	Errors everywhere, just needed to remove $ from all calls	
07 Feb 1740	Removed enemies global variable	enemies.rb, player_class.rb, main.rb	Weapon array randomly disappearing, couldn't work out solution	Forced to restore enemies as global variable
07 Feb 1800	Complete run through of app	All files	App run as planned	
07 Feb 1830	Tested 'godmode' method	player_class.rb, main.rb, weapons.rb	Added coins and levels as intended	
07 Feb 1910	Restructured files - tested new structure	All files	Various errors everywhere, fixed by improving calls and requires	
07 Feb 2200	Run entire app	All files	Weapons not adding to class as intended - fixed	
07 Feb 2215	Made code more DRY - tested new methods	All files	Various errors, fixed via renaming some variables	
08 Feb 0830	Run entire app in godmode	All files	App run as planned	