

	Purpose	Test Data	Expected Result	Actual result
1.	<i>Enter champion in team within budget</i>	<i>Enter Flimsi</i>	<i>Flimsi in Team, treasury = 800</i>	
2	Save game	Data written to file	information about the Vizier's game will be saved to the file	<b>Serialized information was written to the file.</b>
3	Load game from file	Created save file	The loadGame() method should be able to interpret the serialized information and present the vizier's progress/	<b>The game was able to display information about the Viziers previous playthrough.</b>
4	Check champion status post save	Serialized information	Flimsi was disqualified, then the game was saved. They should remain disqualified after the game is loaded.	<b>Flimsi remained disqualified.</b>
5	Saving the Viziername	Tournament structure.	Once the player has entered the viziers name, it should update and display this information in the see game state	<b>We are able to see the updated name and all other information about the vizier</b>
6	Enter champion in team within budget	Enter champion name B who is a wizard	Ganfram in team, treasury = 400	<b>The treasury was equal to 600 after 400 was taken away</b>
7	Challenge1	Name of the enemy "magic", skill level "1", reward "A".	Enemy name =X, Type of challenge = magic, Reward =A	<b>The correct amount of reward was given</b>
8	Available champions	Champion B	Won, Lost on skill level, no suitable champion available , lost rare earth defeated completely	<b>The meetchallenge() method as able to view the champions in the viz-team</b>
9	Skill level range (1-10)	Champion name i.e B, C, D,E,F	Champion B Skill = 5	<b>The skill of the entered champion was 5</b>

10	Champions B OR D Entry fee	300, 400, 500	You shouldn't be able to spend more gold than you have	<b>The game doesn't let you spend more than you have.</b>
11	Chamoion C Entry fee	350 or 380 or 450	Champion C = 350	<b>The champion entry fee was correct</b>
12	Save game	Game data, and a file.	Game data written to a file in an object format.	<b>The game data was serialized and wrote to the file.</b>
13	Load game	Game file	Game data should be read from a file successfully with game structure not altered	<b>The method was able to read the serialized information</b>
14	Retire a champion	Retire Flimsi	Flimsi removed from Team, treasury increased by half of the Flimsi registration fee.	<b>The champion removed from the viz team, and half their cost was returned.</b>
15	Meet a challenge with at least a qualified champion in my team.	My team	Increase in treasury if I win otherwise decrease in my treasury if I lose. If I lose, my champion should be removed from the team.	<b>These were performed accurately.</b>
16	Meet a challenge with unqualified champions in my team.	My team	I lose the tournament. Game reset. Something else...	<b>You lose the challenge if you don't have a champion of the right fight type in your team.</b>