



Testing Plan

1. Test Player's Class
 - a. The four abilities inputs
 - b. gears
 - c. weapons
 - d. attack
2. Gear Class
 - a. Gear type
 - b. valid effect
3. Weapon Class
 - a. Weapon type
 - b. valid damage
4. Attack Class
 - a. Valid damage effect
5. RunBattle Class
 - a. Valid Players
 - b. Players descriptions
 - c. Valid next Player
 - d. Correct result
6. Driver class