Team 10 Test plan

1. Print hash sequence
2. Insert a new player that collides
3. Print hash sequence again
4. Search for a player (that is not at beginning of his index)
5. Show hash sequence to demonstrate self-adjusting linked list
6. Delete existing player
7. Print in alphabetical order (key order)
8. Print indented tree
9. Delete root of tree
10. Print indented tree again
11. Demonstrate invalid input
12. Search by team
13. Write to file
14. Efficiency
15. Quit