Testing Plan

The general testing plan

- Create a list of tests that needs to be created in order to test all the functions
  - This is done by specifying a display name
- Each test for each function should start with a basic unit test that focus on one aspect of the function implemented (unit testing)
- Afterwards, check that the function is correctly interacting with other aspects (e.g. weapon stacks with each other) (system testing)
- These cover all the functionality that should be tested for
  - The specifics of the test will be fleshed out later on
- Anything that is written will have the corresponding test written by the same person or a person that is in the loop of what needs to be tested
- The test are also verified on the actual dungeon mania controller whenever possible (usability testing)