**Error Log located at bottom of document**

I plan on designing a fun classic Mario style game, except without all the copy-right shenanigans. So, I’ll have to get some original designs and characters to properly make a fun game. I’ll try to incorporate a system where the player can choose a unique character from the list, so it doesn’t get boring, and the scoring system will probably be like Mario based on completion time and from defeating enemies.Bottom of Form

**Black Box Testing**: This type of testing will much like beta testing a game where I’ll need to play around in the game, trying to find possible errors without looking at the code at first. When I find them, I’ll correct them within the code.

**White Box Testing**: This type of testing will be purely through code, there will be no beta testing but there will be combing through the code looking for syntax and logical errors.

Errors:

When I tried to do attack = myScanner.nextLine(); it would skip right past it, but it works now that I made a second scanner instance.

I need to call the Random class within the Scene class in order for it to work with the variable health.

Running into several moments where the GUI wont load due to an error in the groups.

Fixed issues with groups.

Trying to display boss health through a text, but it wont accept int in the parameters.

I was getting issues with panes as they were originally loaded in through the use of a button, but now it is much more optimized