

Test Case	Input Value(s)	Driver Functions	Expected Outcome(s)	Observed Outcome(s)
Incorrect input to start/exit the game	Input = %, 5, *, P, l	void introMenu(int& numFighters, bool& status)	Notify the user that the input is wrong & ask for another input	Notify the user that the input is wrong & ask for another input
Correct input to start/exit the game	Input = 1, 2	void introMenu(int& numFighters, bool& status)	Start the program or exit the program	Start the program or exit the program
Incorrect input for the number of fighters per team	Input = *, &, @, l, P	void introMenu(int& numFighters, bool& status)	Notify the user that the input is wrong & ask for another input	Notify the user that the input is wrong & ask for another input
Correct input for the number of fighters per team	Input = 1, 2, 3, 4, 5, ...	void introMenu(int& numFighters, bool& status)	Accept input & progress forward to request fighter character type selections	Accept input & progress forward to request fighter character type selections
Incorrect input for teams 1 & 2 character selections within the menu	Input = %, &, *, (,), #, \$, k, p, Y	void GameMenu(int& option1)	Notifies the user of an incorrect input and loops back to the question, prompting the user for input	Notifies the user of an incorrect input and loops back to the question, prompting the user for input
Correct input for teams 1 & 2 character selections within the menu	Input = 1, 2, 3, 4, 5, 6	void GameMenu(int& option1)	Accepts character selections for teams 1 & 2 (all character menu choices must be acceptable if chosen) until the correct number of players per team is chosen	Accepts character selections for teams 1 & 2 (all character menu choices must be acceptable if chosen) until the correct number of players per team is chosen
Input for character names	Input = %, 3, l, P	player1->setName(name1)	Updates a character's name	Updates a character's name

Incorrect input to display characters in the loser pile	Input = %, f, L, y, N, @	losers->reversePrint()	Notifies the user of an incorrect input and loops back to the question, prompting the user for input	Notifies the user of an incorrect input and loops back to the question, prompting the user for input
Correct input to display characters in the loser pile	Input = 1, 2	losers->reversePrint()	Prints the list of defeated fighters or does not list the defeated fighters, then asks the user if he/she wants to play another game	Prints the list of defeated fighters or does not list the defeated fighters, then asks the user if he/she wants to play another game
Incorrect input when prompted to play another game (Yes / No)	Input = %, &, *, (,), #, \$, 0, 5, 3, 7, k, p, A, a	mainMenuReturn(char&)... User must enter a valid character for the yes or no prompt to play another game	Notifies the user of an incorrect input and loops back to the question, prompting the user for input	Notifies the user of an incorrect input and loops back to the question, prompting the user for input
Correct input when prompted to play another game (Yes / No)	Input = 1, 2	mainMenuReturn(char&)... User must enter a valid character for the yes or no prompt to play another game	Y'/'y': Return to the menu & requests the user to select two characters for combat 'N'/'n': End the program	Y'/'y': Return to the menu & requests the user to select two characters for combat 'N'/'n': End the program