How to test pvp-system

Steps of testing:

1. Choose the battle type from the sheet below;
2. Play it on the local server;
3. Make sure that the battle animation looks good;
4. Check the battle result screen to make sure that it also looks good. You may find this screen right after the battle.
5. Make sure that there are no crashes, disconnects, errors, and some other obvious bugs.

Battle types

	Victory	Defeat	Battle on Alliance territory	Battle on Citadel territory	Battle outside Alliance or Citadel territory
Dangerous					
Barbarian's bastion attack					
Player's bastion attack					
Your bastion defence					
Stealing someone else's treasure					
Defending your treasure					
Mega					
Army from the chest on the Global Map					

Citadel Attack					
Camp Attack					
Citadel defence					
Camp defence					

Battle bonuses testing:

1. Open the client's log file;
2. Play battle on the client;
3. Find this line in log file: "Battle: event #0"
4. Find lines like this: 12:36:49 :3 30123 > 1772 > unit 13 (wgd_archer_1) stats: count 9, hp 187, melee attack 106, magic attack 106, melee def 101, magic def 227, speed 388, crit chance 98, block chance 0, luck 157
5. Write this parameters down;
6. Use the bonuses;
7. Repeat this battle again with bonuses;
8. Refresh the client log and find the battle log again.
9. Compare the resulting parameters with those in p.4