Unit Tests:

-Tested every encounter after adding

-Tested new race choices

-Added new Test cases after finishing the editor

-Failed the implementation of simulating user input due to time issues. Therefore the testing of user input fell short.

Refactoring:

-Interface for encounters:

Encounters had a lot of code duplication and different ways to go. Unified the way encounters work with an interface.

-EncounterSum holds all possible encounters for simpler adding of new encounters

-Put some redundant queries in extra methods (e.g. getAnswer(), printPossibilities(), checkInput)

-Changed Player class behavior and added new fields

Patterns implemented:

-State Pattern

-Dependency Injection

-Template Method