# Unit Tests:

-Tested every encounter after adding   
-Tested new race choices  
  
  
Refactoring:  
  
-Interface for encounters  
-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