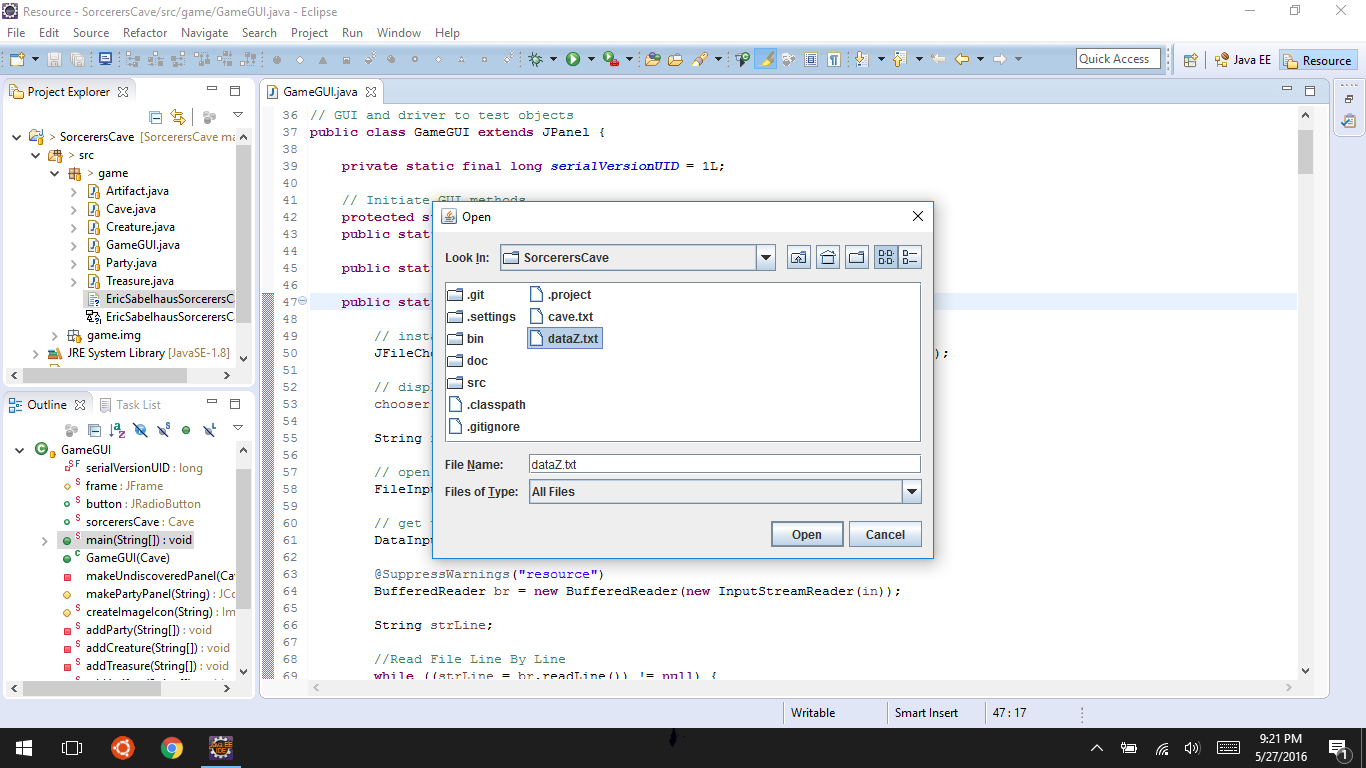
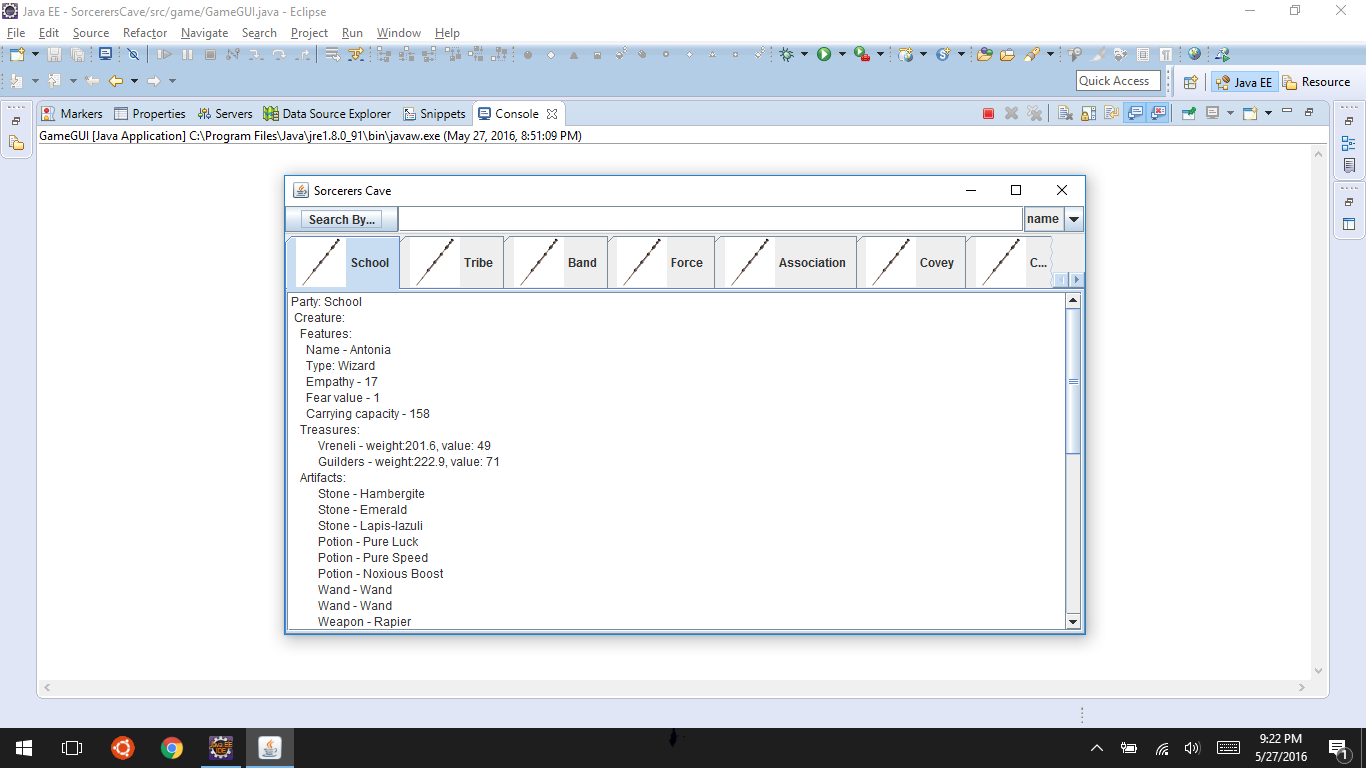
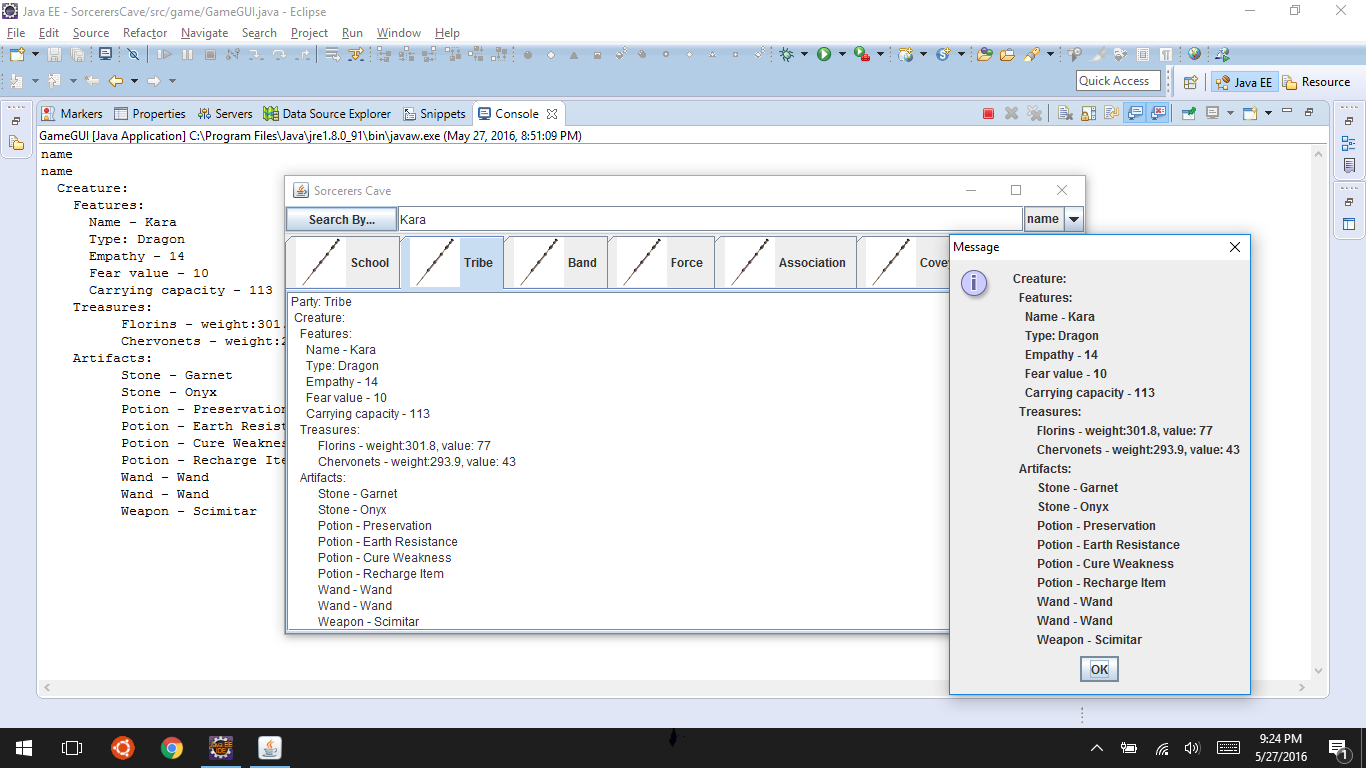
1. Design Documentation:
   1. A complete UML document of the game package is located in the doc subdirectory of the packaged source code.
   2. Title of UML is: EricSabelhausSorcerersCaveUML.png
2. User's Guide: description of how to set up and run your application
3. Test Plan: sample input and ***expected*** results, and including test data and results, with screen snapshots of some of your test cases



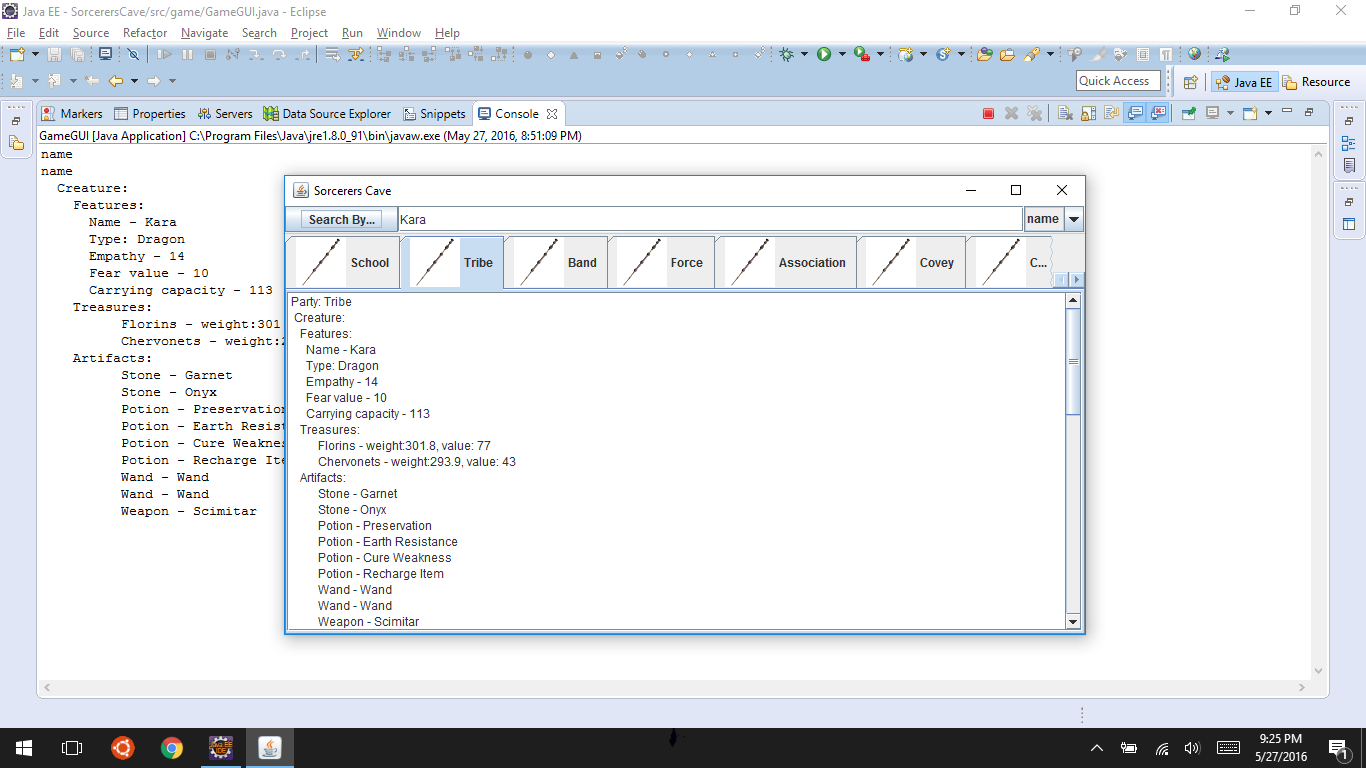
Picking dataZ.txt



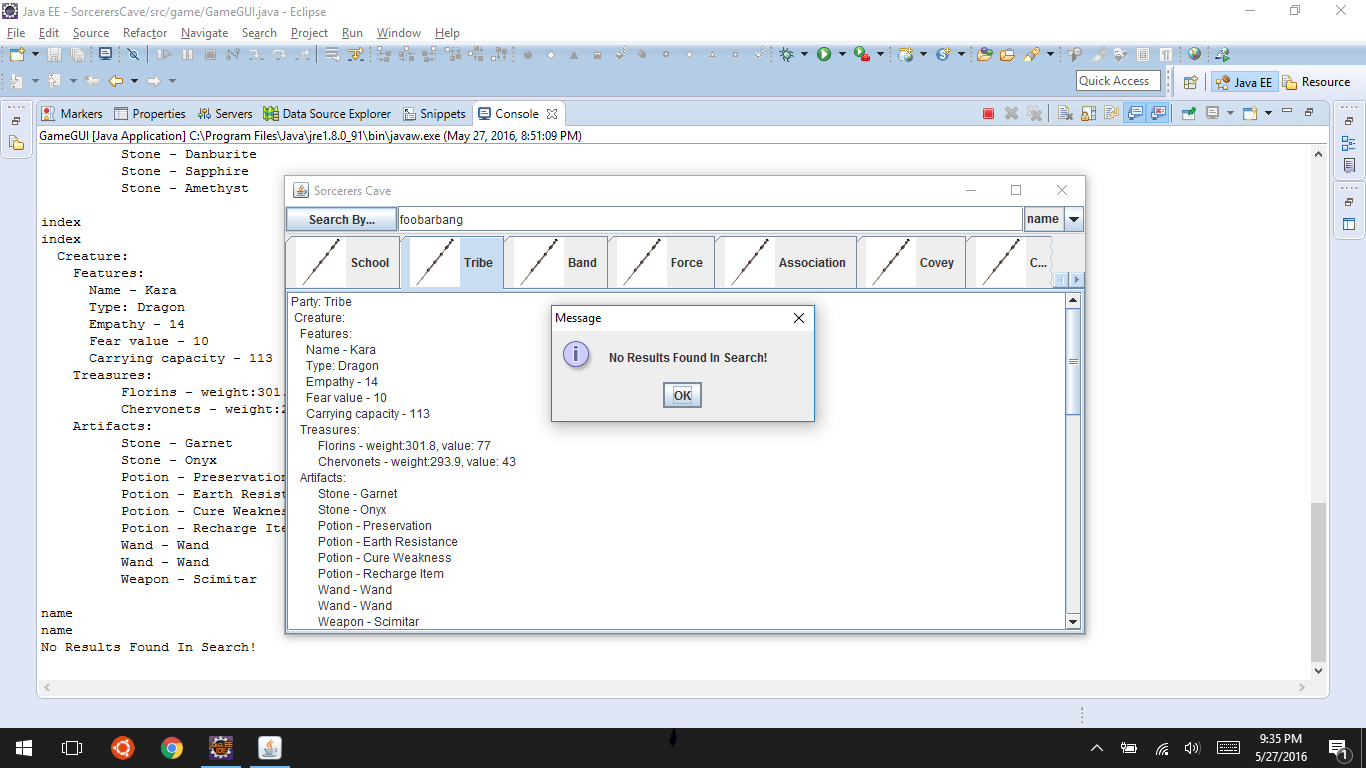
After file loaded, all parties are present in tabs, no undiscovered items present as expected



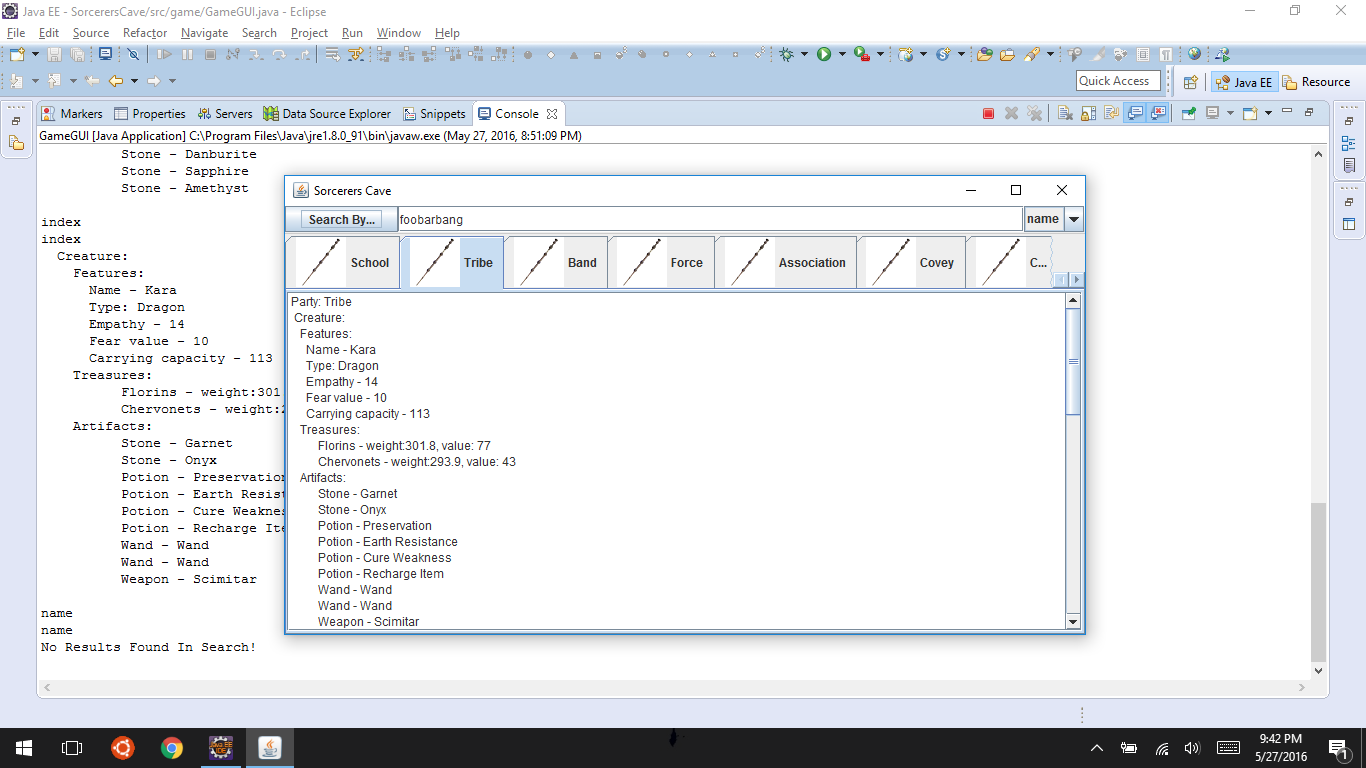
Search by name for character named Kara returns expected creature



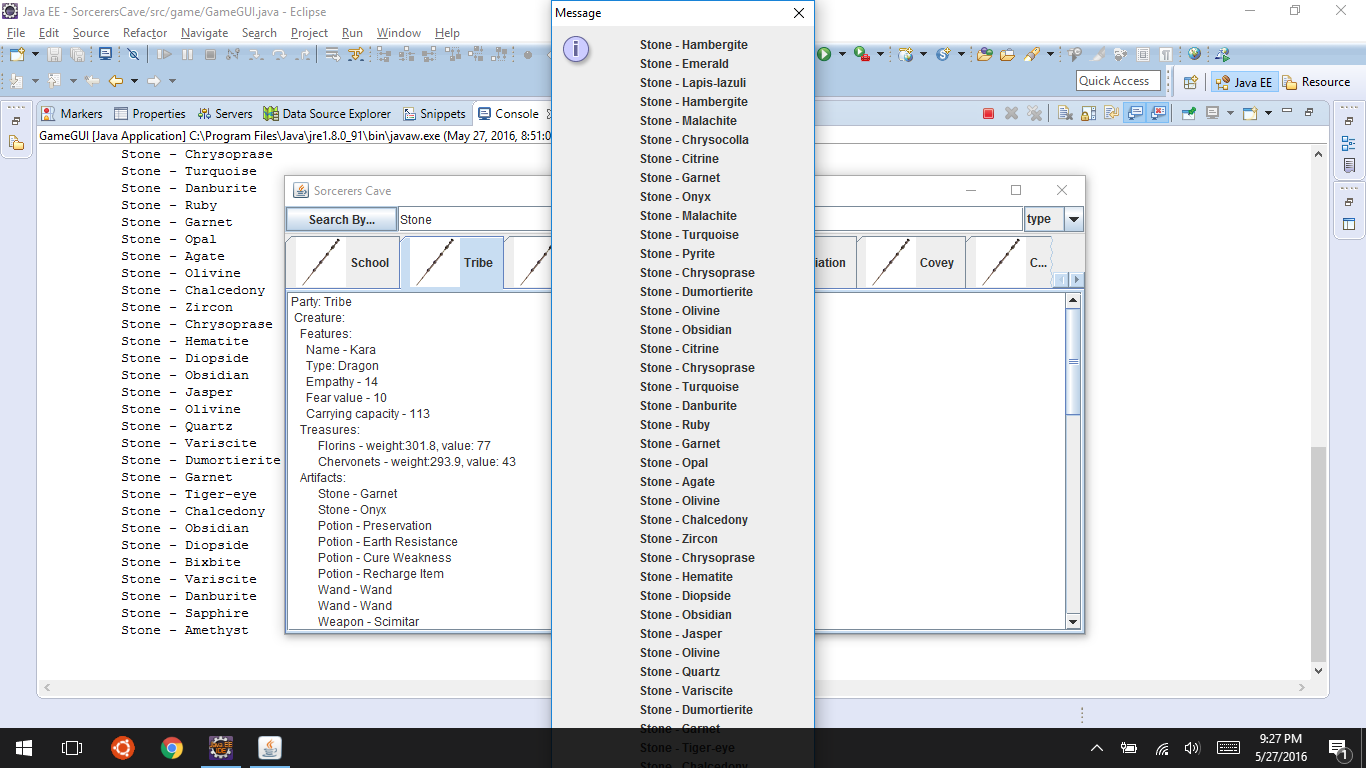
Pressing OK button returns focus to GUI as expected



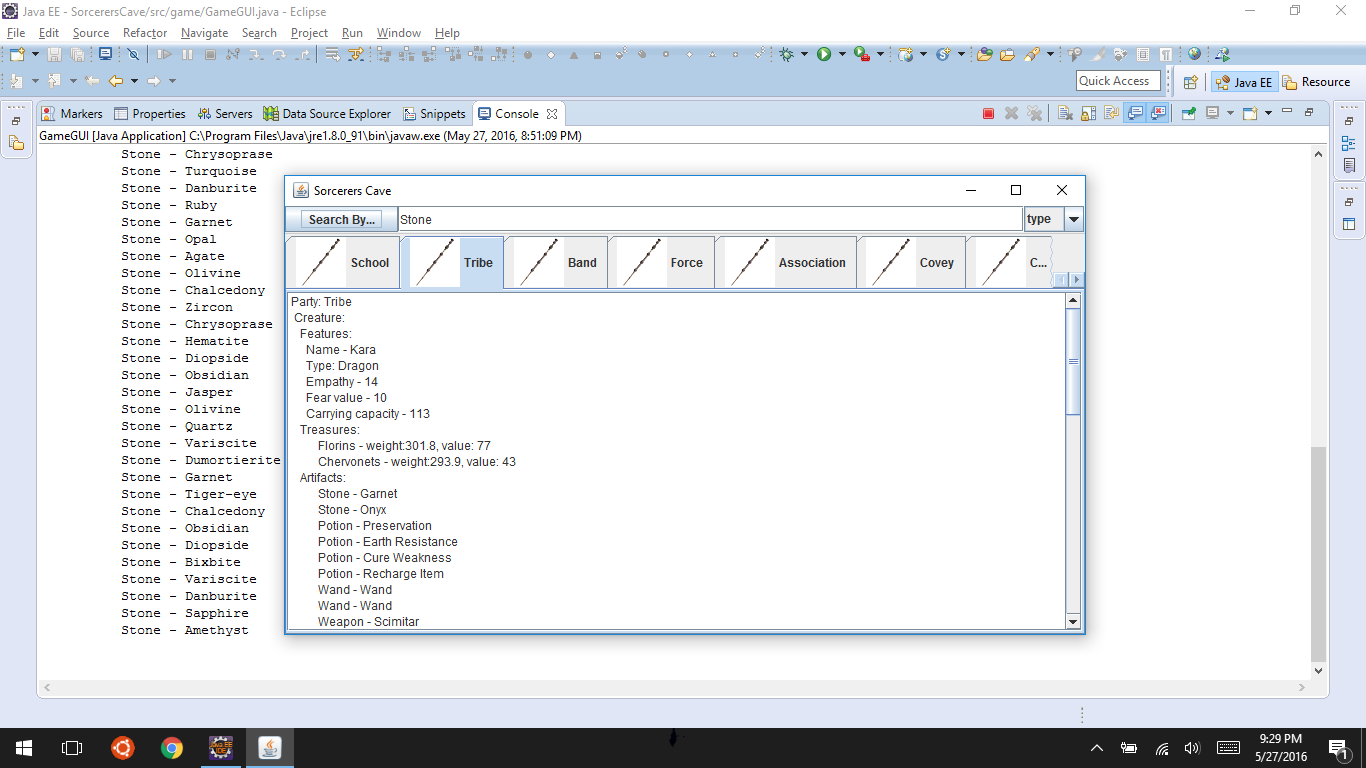
Search by Name for foobarbang returns expected standard output



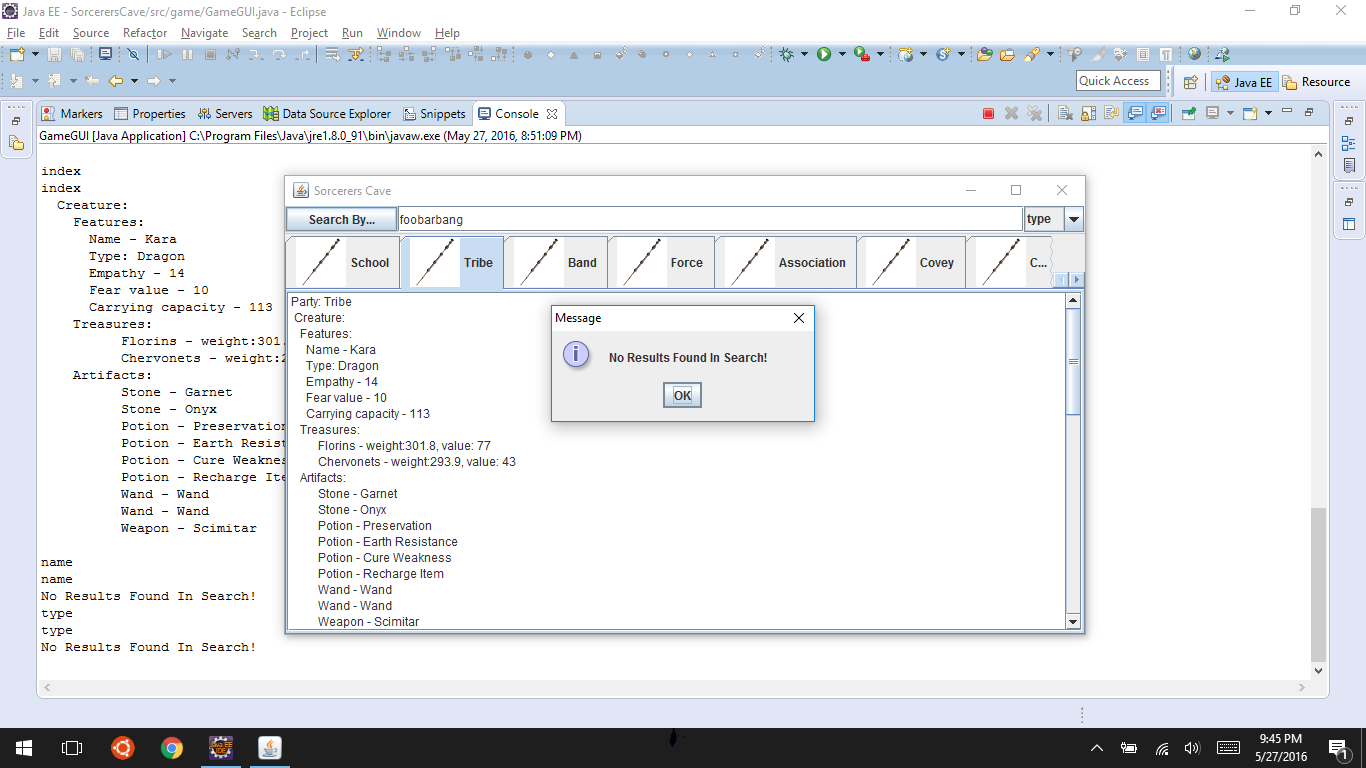
OK button returns focus to GUI as expected



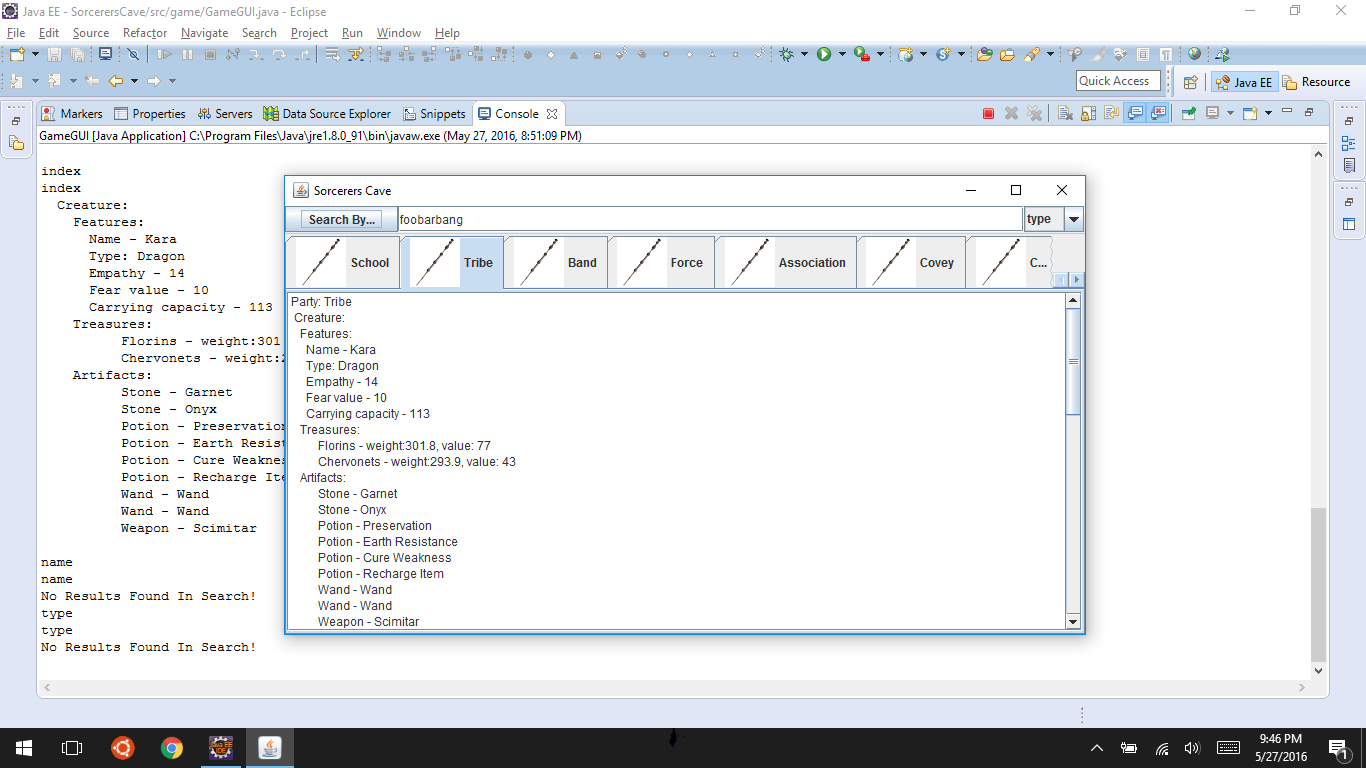
Search by type of Stone returns all Stones as expected



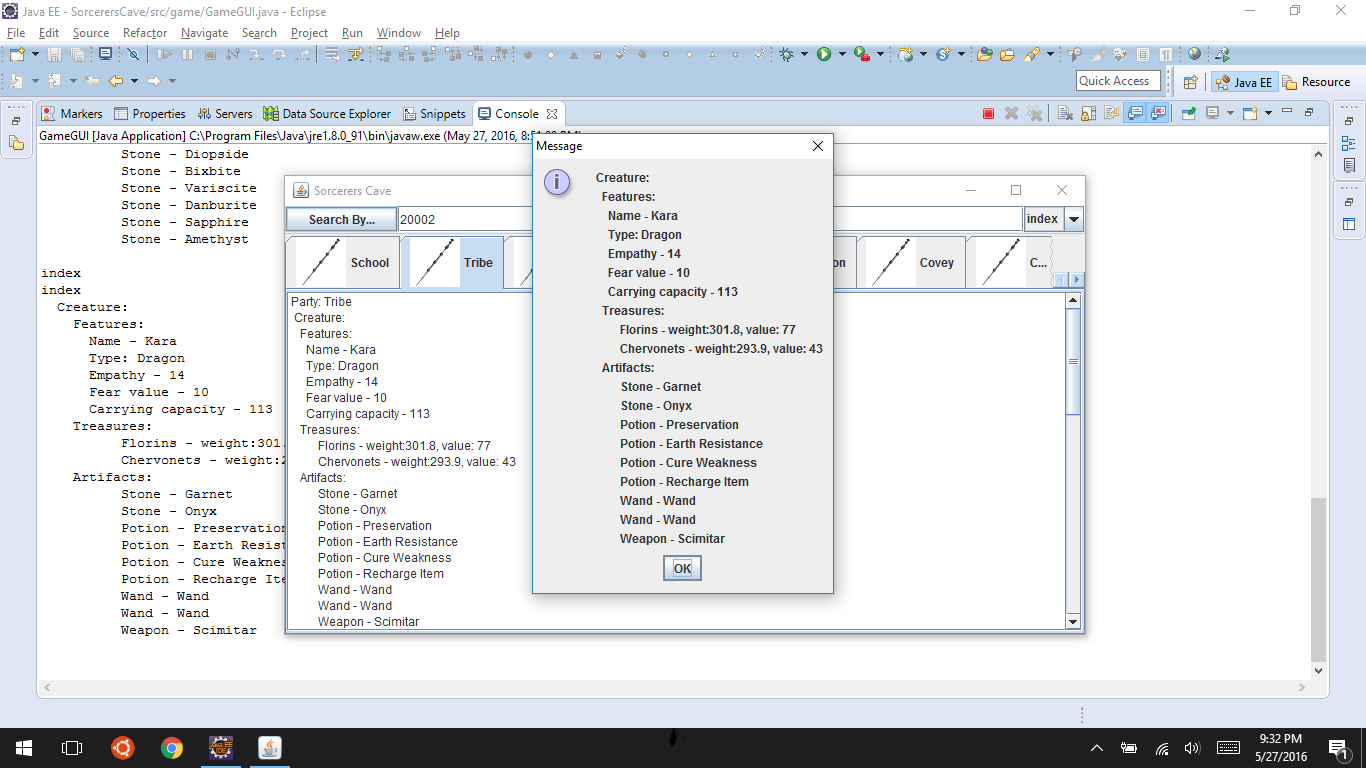
Pressing OK button returns focus to GUI as expected



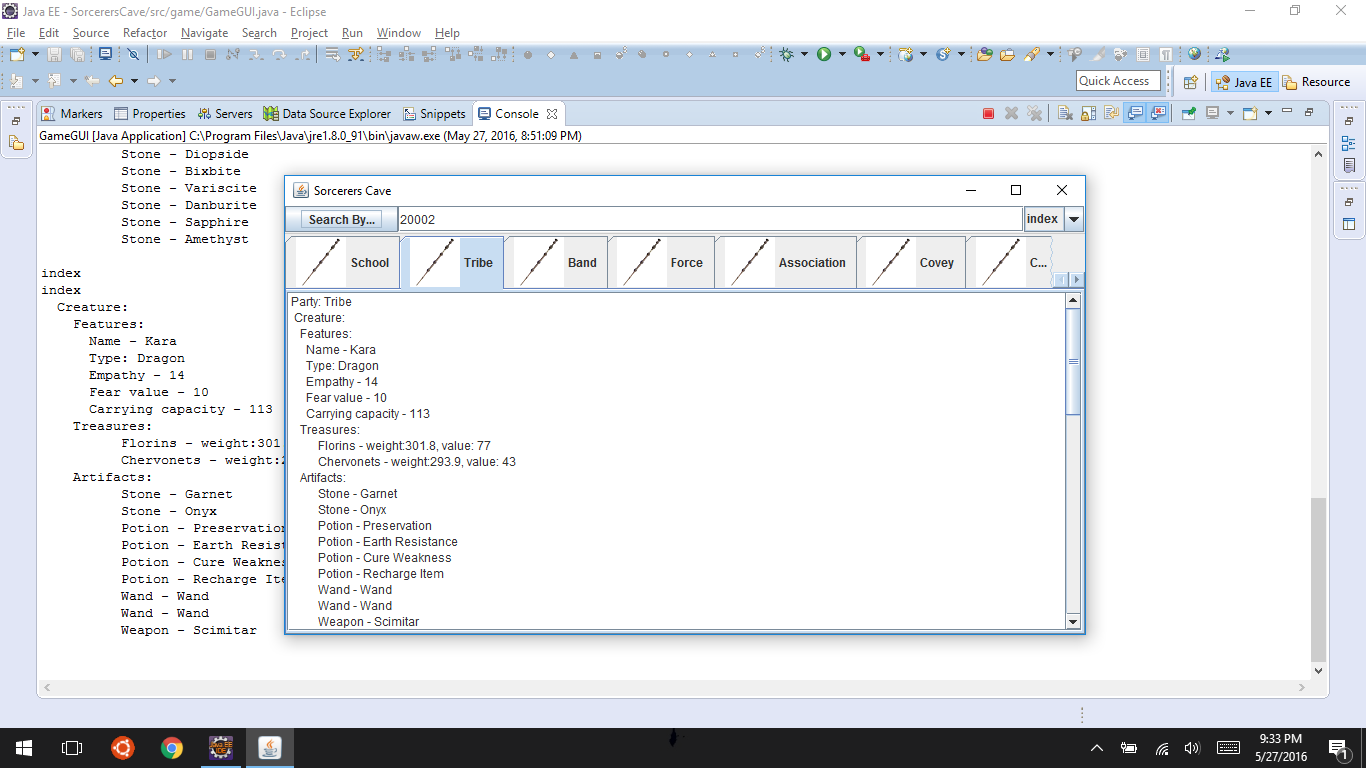
Search by Type for foobarbang returns expected standard response



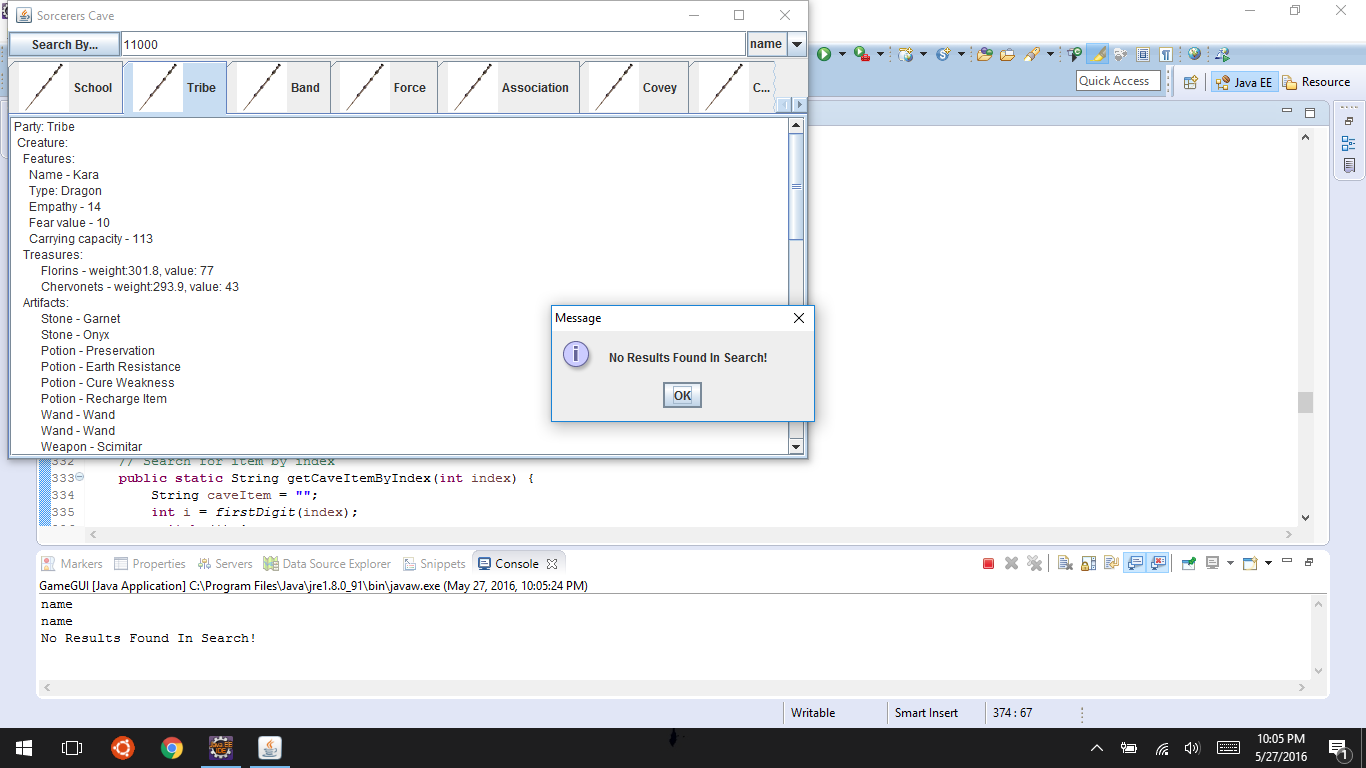
Pressing OK button returns focus to GUI as expected



Search by index of 20002 returns Creature Kara as expected



Pressing OK button returns focus to GUI as expected



Search of non existent index returns standard response

1. (optionally) Comments: design strengths and limitations, and suggestions for future improvement and alternative approaches
2. Lessons Learned