

Test Case		Input Values		Driver Functions
Menu to Start		1 or 2		switch/inputValidation
case1				
Game Start				
case2				
Quit Game				
How many rounds?		any integer greater than 0		int rounds = inputNum
Number of sides		any integer greater greater than 1		dynamically fill array by this number - 1
Which player receives loaded die?		1 or 2		assign player 1 or 2 loaded die, other player the normal die
Rounds				maybe use step logic from the ant game
				cout final score i'm thinking like: (see cols J-L)
Sides		integer > 1		create array, solve for halfway point in array
Loaded Die		1 OR 2		

	Expected Outcomes	what happens			
	1 or 2		1 - Starts Game		
			2 - Quits Game		
	prompt questions		How many rounds?		
			Type of die?		
			Number of sides?		
	return 0;				
	any num > 0		stores int		
	any num > 1		creates array then filles array with these numbers		
	1 or 2		assigns player the given dynamically allocated array		
	game ends after rounds end				
				ROUND #	ROUND WINNER
				1	P1
	also creates loaded die			2	P2
				3	P2
				4	P1
				5	P2
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				Overall Winner	P2

[illegible]

