

Type	Attack	Defense	Armor	Strength Points		
Vampire1	1d12	1d6* Charm	1	18		
Barbarian2	2d6	2d6	0	12		
Blue Men3	2d10	3d6	3	12 *Mob		
Medusa4	2d6* Glare	1d6	3	8		
Harry Potter5	2d6	2d6	0	10/20*Hogwarts		

there isn't much to test on the user input style, since outside the initial champ selection/menu, users just hit enter.

USER INPUT		WHAT HAPPENS		OPTIONS	DESC.	
		Program Start				
		Menu			1 View Game Rules	
					2 Classes	
					3 Choose Champs	
					4 Exit	
				Player 1		
1		gameStart()			1 Vampire	
					2 Barbarian	
					3 Blue Men	
					4 Medua	
					5 Harry Potter	
				Player 2		
					1 Vampire	
					2 Barbarian	
					3 Blue Men	
					4 Medua	
					5 Harry Potter	
*champ select*		create pointer to Char		Press Enter	to start	
		for both champs				

push enter a lot		game persists until		quit or play again		
		a champ dies				