## DESIGN

This program will play a battle between two teams of selected creatures. The program consists of 5 Creature class files called Barbarian, BlueMen, HarryPotter, Medusa, and Vampire. The Creature class governs these. The dice class returns roll results. The queue, stack, and structure classes provide assistance with creature movement on the stack.

Development of these classes was taken from previous weeks and combined into a program that meshed together.

## TESTING

| CLASS | TEST CASE | INPUT VALUES | DRIVER FUNCTIONS | EXPECTED OUTCOME | OBSERVED OUTCOME |
|---|---|---|---|---|---|
| main | creatureChoice | Y | player1.add(fighter) or player2.add(fighter) | Player added to fight list. | As expected |
| main | playerFighter | Y | isAlive() | Player can attack if creature is alive | As expected |
| main | Player1 | Y | add(player1Fighter) | add the winner back to the queue for future fights | As expected |
| main | losers | Y | add(player2Fighter) | Add the loser to the stack | As expected |
| main | player1 | N | sort() | sort the remaining creatures from lowest to highest | As expected |
| main | losers | Y | add(player1.remove()) | add the rest of the creatures to the loser location | As expected |
| main | player2 | N | sort() | sort the remaining creatures from lowest to highest | As expected |
| main | losers | Y | add(player2.remove()) | add the rest of the creatures to the loser location | As expected |
| main | Creature *winner | N | losers.remove() | remove the losers and | As expected |

|  |  |  |  | display them in the next step |  |
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