

Application	killTheDummy	Author	Raffael Gyr
Version	1.0	Date/Time	05.01.2018

Nr.	From Status	Signal	Inputs	targetstatus
1	create enemy	[integer]	100	what to do
2	create enemy	[non integer number]	5.5	what to do
3	create enemy	[negative integer]	-100	End
4	create enemy	[non integer input]	f	what to do
5	what to do	attack	attack	attack
6	what to do	attack [valid integer]	attack 25	enemy's turn
7	what to do	attack [invalid number]	attack 20.5	attack
8	what to do	attack [invalid input]	attack f	attack
9	what to do	ability	ability	ability
10	what to do	ability [integer between 1 and 4]	ability 3	enemy's turn
11	what to do	ability [integer smaller than 1]	ability 0	ability
12	what to do	ability [integer larger than 4]	ability 5	ability
13	what to do	ability [non integer number]	ability 2.5	ability
14	what to do	ability [non number input]	ability f	ability
15	what to do	surrender	surrender	End
16	what to do	nothing	nothing	enemy's turn
17	what to do	info	info	info
18	what to do	info [the thing you want info about]	info attack	what to do
19	what to do	info [invalid input]	info f	info
20	what to do	info enemy [the thing you want info about]	info enemy attack	what to do
21	what to do	info enemy [invalid input]	info enemy f	enemy
22	what to do	stats	stats	what to do
23	attack	[integer]	25	enemy's turn
24	attack	[non integer number]	20.5	attack
25	attack	[negative integer]	-25	attack
26	attack	[non integer input]	f	attack
27	ability	[integer between and including 1 and 4]	3	enemy's turn
28	ability	[integer larger than 4]	5	ability
29	ability	[integer smaller than 1]	0	ability
30	ability	[non integer number]	2.5	ability
31	ability	[non integer input]	f	ability
32	info	[valid input]	attack	what to do
33	info	[invalid input]	f	what to do

34	enemy	[valid input]	attack	what to do
35	enemy	[invalid input]	f	what to do

Expected output
-
enemy hp has been set to 100
Enemy is already dead
enemy hp has been set to 100
-
it tries to deal 25 damage
-
-
-
ability 3 gets used
-
-
-
-
player has died
you did nothing
-
info about your attack
-
info about the enemy's attack
-
The current stats
it tries to deal 25 damage
input invalid
input invalid
input invalid
ability 3 gets used
input invalid
input invalid
input invalid
input invalid
information about the own attack
there is no information about this available

information about the enemy's attack
there is no information about this available