

Application	killTheDummy	Tester
Version	1.0	Date/Time

Nr	Effective Result		Rating
	Status	Output	
1	what to do	-	OK
2	what to do	enemy hp has been set to 100	OK
3	End	Enemy is already dead	OK
4	what to do	enemy hp has been set to 100	OK
5	attack	-	OK
6	enemy's turn	it tries to deal 25 damage	OK
7	attack	-	OK
8	attack	-	OK
9	ability	-	OK
10	enemy's turn	ability 3 gets used	OK
11	ability	-	OK
12	what to do	-	HF
13	ability	-	OK
14	ability	-	OK
15	End	player has died	OK
16	enemy's turn	you did nothing	OK
17	info	-	OK
18	what to do	info about your attack	OK
19	what to do	you can't get info about f because it doesn't exist	NF
20	what to do	info about the enemy's attack	OK
21	what to do	you can't get info about f because it doesn't exist	NF
22	what to do	The current stats	OK
23	enemy's turn	it tries to deal 25 damage	OK
24	attack	input invalid	OK
25	attack	input invalid	OK
26	attack	input invalid	OK
27	enemy's turn	ability 3 gets used	OK
28	ability	input invalid	OK
29	ability	input invalid	OK
30	ability	input invalid	OK
31	ability	input invalid	OK
32	what to do	information about the own attack	OK
33	what to do	there is no information about this available	OK
34	what to do	information about the enemy's attack	OK
35	what to do	there is no information about this available	OK

Conclusion	generally ok, but some minor mistakes exist
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Did you enjoy playing this game?	yes
How did you like the balancing of the different abilities?	it's ok
Did you find any grammatical mistakes or spelling errors?	no
Did you find any other problems?	no
General review	The game takes way too
Do you have any Suggestions for improvement?	not really (just make it f
Any other things you want to mention?	no

Raffael Gyr
15.02.2018, 18:00

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somehow the "5" doesn't get split from the String correctly
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a different feature
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a different feature
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the status gets saved and output again when the next error occurs.
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"f" isn't in quotation marks
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"f" isn't in quotation marks

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