Define the Problem:

The user is at the screen where his or her character has just contracted a disease on the frontier! He/she now has to choose what to do. Choosing to do nothing, means nothing will happen, however choosing to apply no medicine will also allow nothing to happen. The program needs to run a random number in the stamina slot against a random number in the medicine slot, all of which contribute to it’s overall efficacy of healing the user.

It needs to have the peroper variables input in the proper fashions in order to work properly. If a foul character, or a zero

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| --- | --- | --- | --- | --- | --- |
| Test Case for Disease Contraction | | |  |  |  |
|  |  |  |  |  |  |
| input | input | output | output | output |  |
| stamina | medicine | stamina heal chance | Heal Chance | return |  |
| Random Value | Random Value | Random Value | Random Chance | Random Boolean Value |  |
| 4 | 5 | Random Value | Random Chance | Random Boolean Value |  |
| 0 | 21 | Error | Error | Output: “Not enough stamina” |  |
| 14 | 52 | Random Value | Random Chance | Random Boolean Value |  |
| 99 | 85 | Random Value | Random Chance | Random Boolean Value |  |
| -12 | 10 | ERROR | ERROR | ERROR |  |
| 12 | 0 | You will be unable to heal | You will be unable to heal | Random Boolean Value |  |
| VARCHAR | 12 | ERROR | ERROR | Outputs: " Is not a number" |  |

The errors are handled in the error controller views!