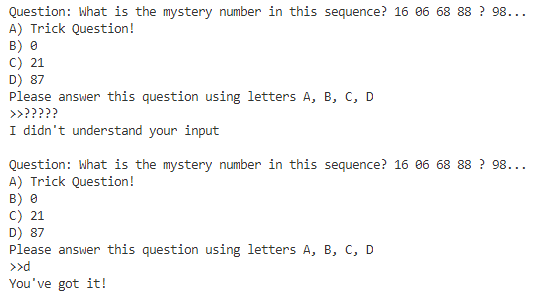
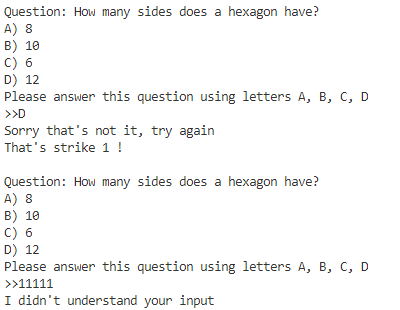
Project 1-Awesome Snakes & Turtles Game

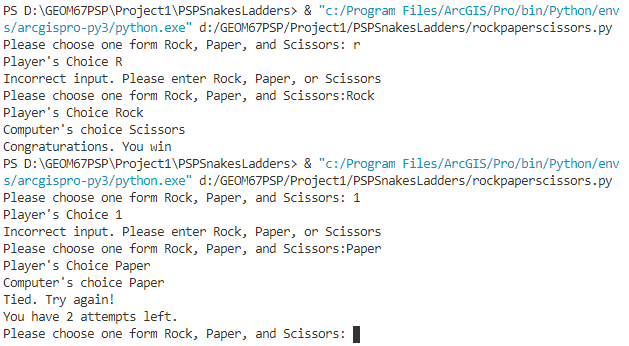
**Test Values For MultiChoice()**





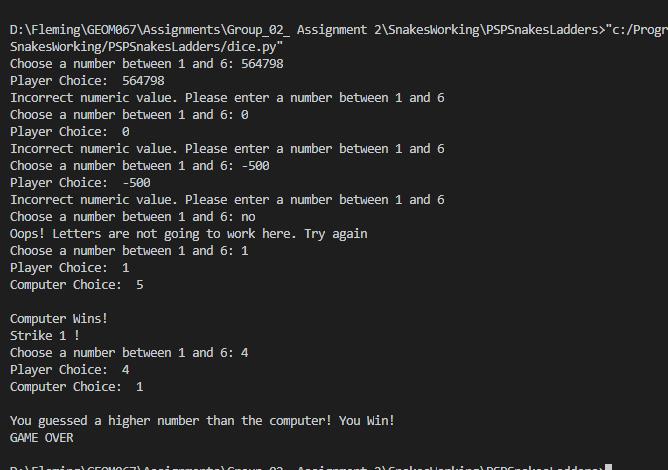
Non-alpha numeric values, correct values, incorrect values

**Test Values For RPS()**



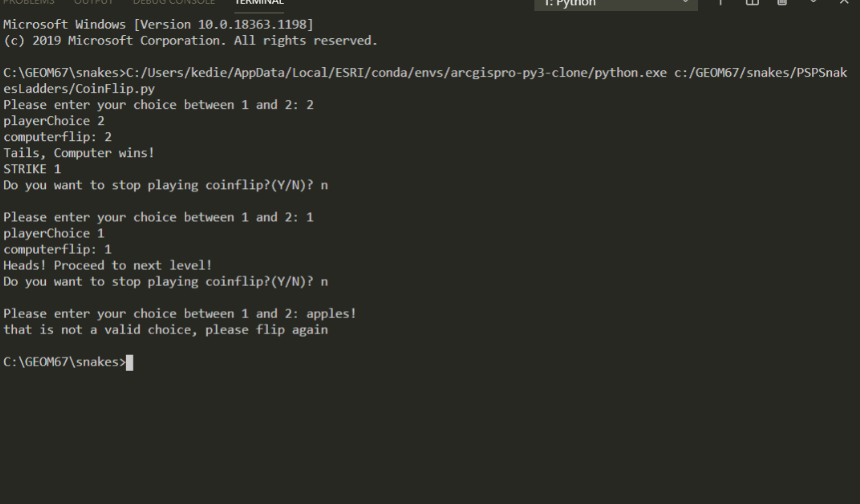
Test values included string, text, and failure conditions.

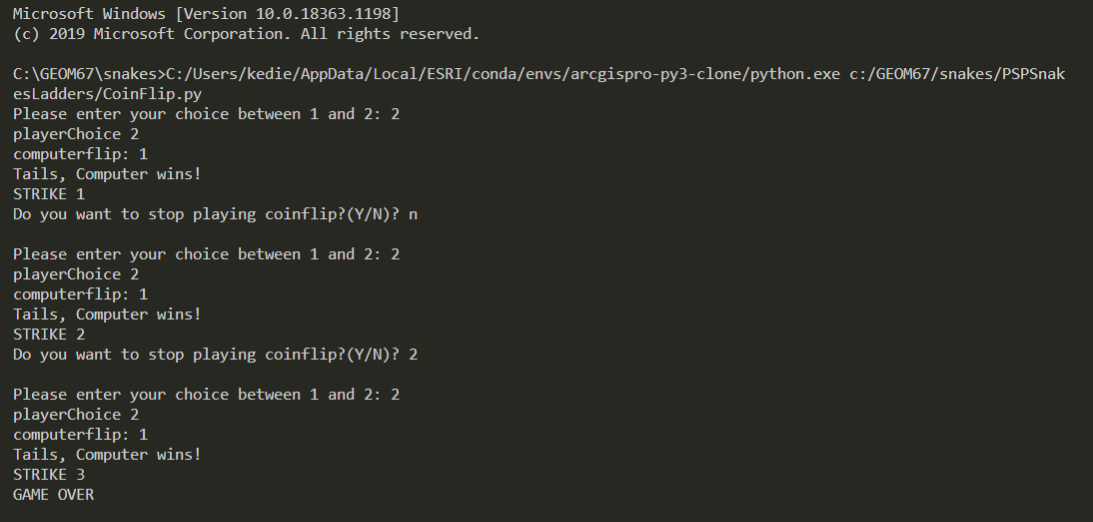
**Test Values For DiceRoll()**

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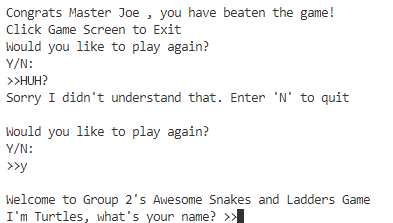
Extreme values and game ending conditions are tested.

**Test Values For Coinflip()**



Possible choices and extreme values were used (1,2, apples). Program handles non-int values and handles failure in game.

**Test Values For Replay()**



Non alphanumeric values, lower case values