Testing for role playing :

-check to make sure armors not combined

-test constructors of all armor types and check to make sure armor stat values are not changes

-test armor replacement with higher stat piece and check if the new armor piece is replaced or combined

-test name, adj and noun in constructors are received and combined correctly

1. Create a Foot, Hand, Head Armor object and test combining those armor pieces together .
2. Create a Player object and test adding Armor objects to the player.
3. Test combining and outputting player and armor objects on player
4. Create a test a fight class that takes the two players and assigns armor to the players
5. Test the summing of armor attack/defense strength