Function	Case	Description	Input	Output		P/F
				Expected	Actual	
strikeAttack	1	Deal damage as type 1 enemy	nEnemyType = 1	*ptrnStrikeDamage = 15 + rand() % 15;	*ptrnStrikeDamage = 15 + rand() % 15;	P
	2	Deal damage as type 5 enemy	nEnemyType = 5	*ptrnStrikeDamage = 15 + rand() % 15;	Empty	F
	3	Deal damage as type 4 enemy	nEnemyType = 4	*ptrnStrikeDamage = 10 + rand() % 10;	*ptrnStrikeDamage = 10 + rand() % 10;	P
techAttack	1	Type 5 enemy with nFlinchChance at 68%	nEnemyType = 5 nFlinchChance = 68	*ptrnTargetFlinchStatus = 2	*ptrnTargetFlinchStatus = 0	F
	2	Type 4 enemy with nFlinchChance at 110%	nEnemyType = 4 nFlinchChance = 110	*ptrnTargetFlinchStatus = 2	*ptrnTargetFlinchStatus = 0	F
	3	Type 3 enemy with nFlinchChance at 18	nEnemyType = 3 nFlinchChance = 18	*ptrnTargetFlinchStatus = 2	*ptrnTargetFlinchStatus = 2	P
getReward	1	Claim rewards from the 15th floor	*ptrnBattleVillaFloor = 15	*ptrnGems += 80	*ptrnGems += 80	P
	2	Claim rewards from the 1st floor	*ptrnBattleVillaFloor = 1	*ptrnGems += 80	*ptrnGems += 50	P
	3	Claim rewards from the 25th floor	*ptrnBattleVillaFloor = 25	*ptrnGems += 500	Empty	F

getEliteReward	1	Claim 2nd Reward	nEliteRewardInput = 2	*ptrnGems += 500	*ptrnGems += 500	P
	2	Claim 3rd Reward	nEliteRewardInput = 3	*ptrnGems += nRandomGems	*ptrnGems += nRandomGems	P
	3	Claim 5th Reward	nEliteRewardInput = 5	*ptrnGems += nRandomGems	Empty	F
char* eliteTrainer	1	Return 8th Elite Trainer	nEliteTrainerSelection = 8	“Siebold & Barbarcle”	“Siebold & Barbarcle”	P
	2	Return 3rd Elite Trainer	nEliteTrainerSelection = 3	"Glacia & Walrein"	"Glacia & Walrein"	P
	3	Return 11th Elite Trainer	nEliteTrainerSelection = 11	“Siebold & Barbarcle”	Empty	F
char* randomTrainer	1	Return 5th Trainer	nTrainerSelector = 5	"Expert Luigi & Herdier"	"Expert Luigi & Herdier"	P
	2	Return 7th Trainer	nTrainerSelector = 6	"Sailor Twift & Finneon"	"Sailor Twift & Finneon"	P
	3	Return 15th Trainer	nTrainerSelector = 15	"Pokemon"	"Pokemon"	F