

Date	Test Description	Files affected	Notes	Tester	Expected result	Actual result					
6/3	Tested refactored search_m	<a href="#">monster.rb</a>	tested because method is quite complex. it also involves user input	matthew	in order: a loop that stops early because it hits a full match a loop that finds a partial match but continues until the end a loop that goes through every move, finds no match, and returns nil	as expected					
7/3	Run program - Welcome scr	<a href="#">main.rb</a>	To confirm user can see welcome screen upon running program	Rachel	User sees Welcome message and press any key to continue prompt	welcome screen sighted. prompt sighted.					
7/3	Welcome screen - press any	<a href="#">messages.rb</a>	To confirm user can proceed into the game	Rachel	Any keystroke is pressed, the next stage of the game is seen	Tested multiple times with a-z*123/<> characters. Confirmed proceed into the next game screen					
7/3	Moves menu - press S	<a href="#">monster.rb</a>		Rachel	User's character applies 'Smash attack' with 50 damage	Smash' applied, second to move, 50 damage					
7/3	Moves menu - press T	<a href="#">monster.rb</a>		Rachel	User's character applies 'Thrash attack' with 30 damage	Thrash' applied, second to move, 30 damage					
7/3	Moves menu - Press L	<a href="#">monster.rb</a>		Rachel	User's character applies 'Leeching bite	Leeching Bite applied, first to move, 12 damage, increased HP					
7/3	Moves menu - press R	<a href="#">monster.rb</a>		Rachel	User's character applies 'Rapid_attack' with 15 damage,	Rapid_attack applied, first to move, 15 damage done					
7/3	Moves menu - press 8	<a href="#">monster.rb</a>		Rachel	Menu regenerates, no change to @current_HP of both characters	Menu regenerates					
7/3	Moves menu - press <enter>	<a href="#">monster.rb</a>		Rachel	Menu regenerates, no change to @current_HP of both characters	Menu regenerates					
7/3	Run moves_test	<a href="#">moves.rb</a> , <a href="#">monst</a>	tests every move against every other move. Not currently programmed to throw debugging messages, but the output can be perused to ensure monsters are affected as expected	matthew	good output to terminal	as expected					