Testing for Sprint 2 by WhyNotBot

Task 1: As part of asking the player's names, allocate colours to them.
A UI string appears informing users of their colours.

> Player One is Red, Player 2 is Blue

Tested: 100 times
Passed: 100 times
Pass rate:100%

Task 2: Give players 36 armies and neutrals 24 armies:
Players start off with 36 armies to add each, and the neutrals get 24 each, once the players reach zero armies they can no longer assign armies.

> Player 1 Added 3 Units to Ontario
> Armies left: 33

Tested: 100 times
Passed: 100 times
Pass rate:100%

Task 3: Allow players to draw territory cards from the deck. Inform the users which cards are drawn.
Game includes a feature to allow players to draw one card out of 42 randomly.

Player One rolled a 6. Player Two rolled a 2. Player One assigns armies first.
> Player One is Red, Player 2 is Blue
Type 'draw card' to draw a card
> draw card
> Drawing card...
> You drew Afghanistan Cavalry Card

Tested: 100 times
Passed: 100 times
Pass rate:100%

Task 4: Roll a dice each to see who places their reinforcements first. Highest roll does first. Reroll if a draw. Inform the user.
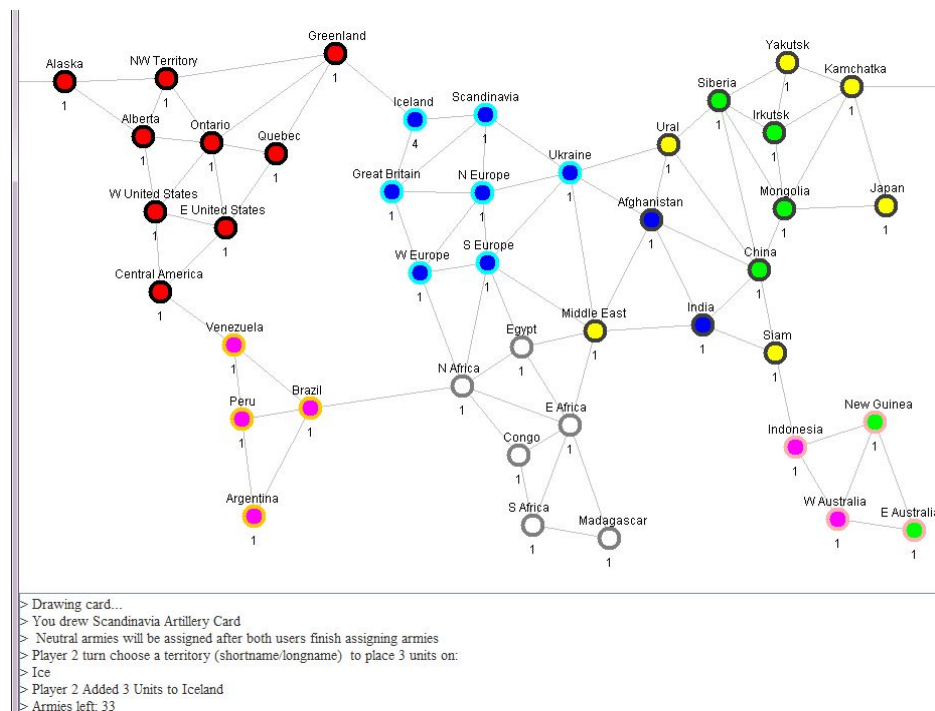
Player One rolled a 6. Player Two rolled a 2. Player One assigns armies first.

Players have dice which are automatically rolled to see who will play first. If both players draw the same number, the dice are automatically rolled again.
Tested: 100 times
Passed: 100 times
Pass rate:100%

Task 5: Players take it in turns to place 3 units at a time on a territory that they control and then one unit for each neutral. The user types in the name of the territories. The user should be allowed to enter a shortened version of the name, so long as it is unambiguous. After each selection, update the map.

Players have the option of typing in a long name or a short name and assigning 3 armies to that territory, after which the map is updated.

> Drawing card...
> You drew Scandinavia Artillery Card
> Neutral armies will be assigned after both users finish assigning armies
> Player 2 turn choose a territory (shortname/longname) to place 3 units on:
> Ice
> Player 2 Added 3 Units to Iceland
> Armies left: 33

```
> Player 2 turn choose a territory (shortname/longname)  to place 3 units on:
> Iceland
> Player 2 Added 3 Units to Iceland
> Armies left: 30
```

Tested: 100 times
Passed: 100 times
Pass rate:100%

Task 6:The user should receive appropriate error messages if their commands are invalid.

If the user tries to enter a territory that isn't theirs they get an error message

```
> Player 1 turn choose a territory (shortname/longname) to place 3 units on:
> Iceland
> Cannot add units to this country as it it not your territory!
Your Territory is Nothern America (Red)!
```

They also get an error message if the spell something wrong.

```
> Player 1 turn choose a territory (shortname/longname) to place 3 units on:
---> 'ice' not recognised, please check spelling and ensure correct case.
> Player 1 turn choose a territory (shortname/longname) to place 3 units on:
```

Tested: 100 times
Passed: 100 times
Pass rate:100%