

Testing/Verification Steps	Description
1. Monster Metadata Testing	Check the characteristics of different monster types: health, damage, speed. Ensure that the aggression of monsters corresponds to their type.
2. Monster Attack Testing	Test various types of monster attacks: melee and ranged attacks. Ensure that the attack damage corresponds to the monster's parameters.
3. Combat Behavior Testing of Enemies	Test how monsters react to attacks from the player and other monsters. Check their evasion and counter-attacks.
4. Monster Interaction Testing	Create a scenario with a battle between several monsters of different types. Test how monsters attack each other and interact during the battle.
5. Combat Balance Testing	Test various combat scenarios involving different combinations of monsters. Ensure that the balance between monsters is maintained.
6. Animation and Visualization Testing	Verify the accurate playback of monster animations in combat, including attacks and evasions.
7. Sound Effects Testing	Test the sound effects accompanying battles, including attack and evasion sounds.
8. Monster State Change Testing	Test how monsters react to taking damage, how their actions change depending on their current state.
9. Monster Death Testing	Test how monsters transition to the death state when their health reaches zero. Verify death animation sequences.

10. Multiple Battle Testing	Create a scenario with a battle involving multiple monsters and the player. Test how all participants interact with each other.
11. Difficulty Levels Testing	Test the behavior of monsters at different difficulty levels in the game. Ensure that their adaptation aligns with the chosen difficulty level.
12. Cross-Platform Testing	Test how the combat system of monsters operates on various platforms, such as PC, consoles, etc.
13. Error and Edge Case Testing	Search for and reproduce non-standard situations in combat scenarios to check the stability and correctness of monster behavior.