

- Char
  - Data
    - Atk
    - Atk dice
    - Def
    - Def dice
    - Ar
    - St (hp)
  - Functions
    - Attack - generates and passes
    - Defend - applies damage and reports
    - Get / set for all data
- Hydra
  - Defend - mod - 20% chance to grow
- Medusa
  - Attack - mod - call win if atkValue == 10

(All other classes only have modified data values in their constructors)

The test plan is to test each char to for min and max values, and special cases.

Test case	Input	Driver	Expected	Observed
Barb v barb	0 0	attack() defence()	Attack & defence outputs between 1 & 12	Attack & defence outputs between 1 and 12
Medusa v barb	1 0	attack() defence()	Attack & defence outputs between 1 & 12 : 1 & 6	Attack & defence outputs between 1 & 12 : 1 & 6
Blue men v barb	2 0	attack() defence()	Attack & defence outputs between 1 & 20 : 1 & 18	Attack & defence outputs between 1 & 20 : 1 & 18
Hydra v barb	3 0	attack() defence()	Attack & defence outputs between 1 & 6 : 1 & 6	Attack & defence outputs between 1 & 6 : 1 & 6
Mesua instant kill	1 0	attack() defence()	When an attack of 12 is rolled the game ends	The game ended on a 12
Hydra growing heads	3 0	attack() defence()	The when wounded the text “causing it to grow another head” appears	The text appears

