

## Bot Testing

The simple methods of the bot's API were tested using unit tests, them being `getMoveIn()`, `getCardExchange()`, `getName()`, and `getDefense()`. Since these methods had very simple algorithms they were easier to test with unit tests.

The other more complicated methods were tested with manual tests in player vs. bot games. Since we were playing many of these games to assess the bots strategy anyway we thought it would be easy to test the output of these methods using manual tests. The output of these methods print to console after every one of the bot's turns which makes it very easy to see if what the bot is outputting is valid. The amount of games we played made it so that we have a very robustly tested bot with all of the possible branches of code tested fully.