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| Testing Date | Input | Error | Solution |
| 10/21/2020 | File reading  Lines with 5 empty lines in the middle | There was no line at the end of the text file which caused an error when using .nextLine() to skip blank lines. | It only uses .nextLine() to skip blank lines for every loop except last one. |
| 10/22/2020 | Choosing Pokémon from the number 1 to 6 in turns for both players | Kept choosing same Pokémon while it was already chosen | Creating an Array List of chosen numbers and checks if Pokémon are chosen or not. |
| 10/22/2020 | Choosing a Pokémon for a player | After a Pokémon dies, the other players Pokémon dies too and both players choose a new Pokémon | Added recursion on the playing method where whichever player’s Pokémon dies. They choose a Pokémon and fight with the other player’s Pokémon that is already there. |
| 10/23/2020 | GUI Loading gif in JFrame | Method has an unhandled exception of Malformed URL | Added throws Malformed URL exception. Also added try and catch where method is called. |
| 10/23/2020 | Pokémon damage based on type advantage | No errors. Works as intended. | N/A |
| 10/24/2020 | GUI Loading gif in JFrame | Gif doesn’t show up in the frame due to URL not working | Changed the URL because the URL was not pure gif, it had some text |
| 10/25/2020 | Choosing Pokémon move | No errors. Works as intended. | N/A |
| 10/26/2020 | During the entire game typing -1 can stop the game. | No errors. Works as intended. | N/A |
| 10/26/2020 | Choosing Pokémon move and move decreasing | When all moves reach 0 the Pokémon keeps playing and no moves are chosen | Calculated the total number of moves for each Pokémon and when the sum reaches 0 the other Pokémon wins. |
| 10/27/2020 | String input for integer | NumberFormatException because I was turning the input from string to int by using parseInt() | Added try{ getting input  } catch (NumberFormatException e){  Printing: Please enter valid integer.  } |
| 10/28/2020 | Dodging when a Pokémon is attacked | No errors. Works as intended. | N/A |
| 10/28/2020 | Ground type Pokémon having no effect on Flying type Pokémon | No errors. Works as intended. | N/A |
| 10/29/2020 | Ground type Pokémon having no effect on Flying type Pokémon | Ground type is not very effective against Flying type.  Since a few Pokémon have 2 types and I only checked the first index of the array of types for the attacked Pokémon | Created method to check each index in the array of types. To see if it is flying type and the attack move the Pokémon is attacked with is Ground. If this is true the effect is 0. |
| 10/29/2020 | Removing 1 Pokémon at the end so it can be added to injured | Champion method gave IndexArrayOutOfBounds Error due there not being three Pokémon in Injured Pokémon List. Example: Due to 1 Pokémon defeating 2 opponent ones and only one is added to injured list when player wins | Instead of removing one Pokémon and adding one to injured List. I removed all Pokémon left and added them to injured List.  So the champion GUI can run properly. |
| 10/29/2020 | Wait method for getting program to sleep for num seconds | Unhandled exception type InterruptedException | Added try{ wait method  } catch (InterruptedException e){  e.printStackTrace();  } |
| 10/29/2020 | Final Check From Start To Finish | No errors. Works as intended. | N/A |