Breakdown of what each input aims to test:

1 different warrior types displayed on grid correctly and correct statistics output

2 warrior movement

3 warrior loop around to start of moves list

4 warrior piece board wrapping

5 water (glider)

6 warrior health improved by water present in neighbourhood

7 warrior battle one warrior per cell

8 warrior loss from battle

9 special ability water

10 offense strength bound

// Please note that the following could result in program

termination and therefore should not be tested with

TestProject.java

11 begin with 1 warrior on board

12 output for one warrior victor

13 Exception for more than 10 warriors move on a cell

EXTRA

14 Multiple objects one cell deletion + increase def string multi warriors in cell

15 Stone special ability

16 Flame special ability and age bound

17 Air special ability