1. Will there be a max amount of characters that you can enter for your name?

I expect that when I enter a name it’s no longer than the max length. If the user enters a name that is too long it will prompt that user and tell them that the name is too long. If the user doesn’t input anything the application will prompt the user that you have to enter a name.

1. What if you input something other than the options given for the class of the character?

I expect that the application will prompt the user letting them know that their input was invalid and then it will loop back to the class selection.

1. What if you input something other than choosing to attack or not?
2. I expect that the application will prompt the user letting them know that their input was invalid and then it will loop back to the attack selection.
3. What if you input something other than the options given during the upgrade portion of the game?

I expect that the application will prompt the user letting them know that their input was invalid and then it will loop back to the upgrade selection.

1. How will the application calculate the score and stats of the game?

I expect that there will be code that will gather up all the upgrades and kills.