

### Part 1 tests

(15 pts) Part 1 tests your Arena functions. It will test your

- **addFighter(string info)**
  1. will check basic adding
  2. check if added to vector of fighters
- **removeFighter(string name)**
  1. will try removing a fighter that exists
- **getFighter(string name)**
  1. will try to get a fighter that exists
- **getSize()**
  1. make sure the size is right after adding
  2. after removing a fighter

### (15 pts) Part 2 tests

- **getDamage()** for each fighter
- **take Damage(int damage)** for each fighter
- **reset ()** for each fighter

### (10 pts) Part 3 tests

- **addFighter (string info)**
  1. adding less than 6 variables ( name, type, mhp, strength, speed, magic)
  2. adding more than 6 variables
  3. adding variables  $\leq 0$
  4. add fighters with the same name
  5. add Types other than A, R, and C
- **removeFighter(string name)**
  1. removing a fighter that does NOT exists
- **getFighter(string name)**
  1. will try to get a fighter that does NOT exists

### (10 pts) Part 4 test

- **useAbility()** and **regenerate()** for each fighter type