Note: the program lags significantly after a set number of iterations, so for smooth results keep the iterations at a minimum.

Test	Input	Expected Output	Actual Output
Adjusting Board Dimensions	1, 2, <number of rows>	Number of rows in board gets changed to user input	Success
Adjusting Board Dimensions	1, 3, <number of columns>	Number of columns in board gets changed to user input	Success
Having too many critters for the board and attempt begin simulation	1, 5, <large number of ants>, 1	Program prints an error message and does not start simulation	Success
Reset Default Values	1, 2, <different rows>, 3, <different columns>, 4, <different iterations>, 7	The values get reset to their defaults	Success
Start Simulation	1, 1, <simulation runs>	The simulation begins with a 20x20 board, 100 ants, and 5 doodlebugs for 100 iterations.	Success, but after a couple iterations the program starts to lag as the number of calculations increase to find an empty space for each critter.
Play Again	1,1, <simulation runs>, 1	The simulation runs, and then asks the user to play again	Success – difficult to test due to long iteration time, but using 1 iteration works
Quit the Program	2	Program Exits	Success