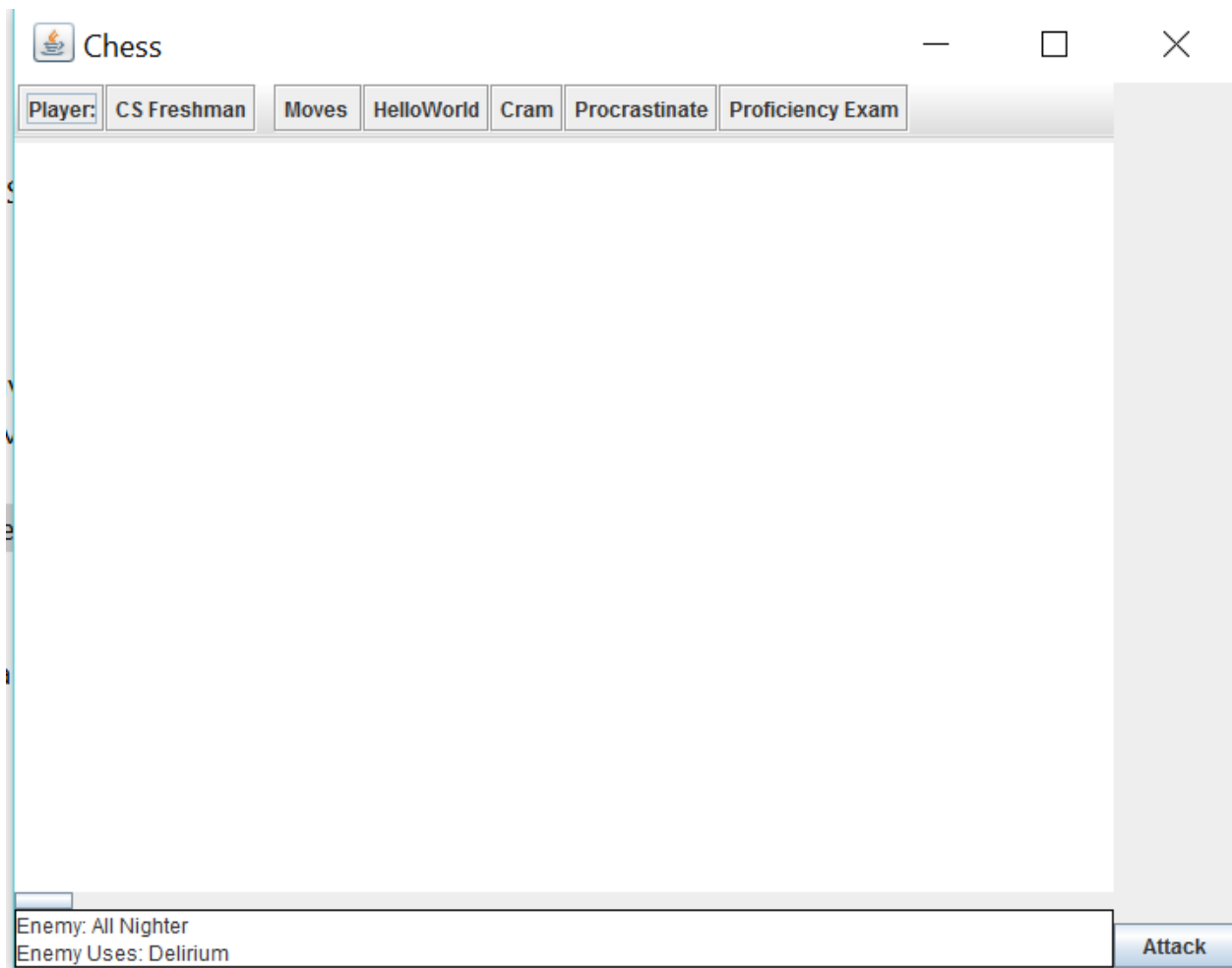


## Manual Testing Plan for Battle GUI

First, I gotta get the images loaded.



### Testing Moves

1. Make sure there are no Null Pointer Exceptions, because some enemies do not use all four moves.
2. Check to make sure player health is refreshed.
3. TODO: Display enemy moves

### Testing Characters

1. When characters finally work, make sure they are all valid characters with different images