Category	Specific test case	Expected result
● **Remove player and opps stones**	Player's pit 5 - 1 Opps pit - 4	5
● **Stones moved from a pit**	Pit 5 - 4	4
● **Returns stones in a pit**	Pit 8 - 4	4
● **Checks a side of a board**	Player one - Empty	Yes
● **Sets pits and stores to default values**	Pits - 4 each Stores - 0 each	void
● **Register players in the game**	Assign names to players and set them to a side	void