Test Plan: Functions that handle the card, deck, player, and combo logic were tested by OUNit, while game and AI functionality were tested manually. Tested modules by OUnit are pokerCard, deck, player, and combo. While most card, deck, and player tests are glass boxes to check implementation is properly working, there are also some black-box tests to check normal functionality of initializing a deck, checking the rank of cards, suit of cards, comparing cards, creating combos and checking valid combos and higher combos. Randomized testing was not used. Test cases were mainly developed to ensure the game functionality of each component. For each component, we test its functionality on a micro level, e.g. checking the higher combo of two combos. After ensuring that each component is working properly, we manually test on the macro level (running the game) that everything is operating as it should. By this, we can ensure the correctness of the entire game functionality.