To test the Sword and Shield Game program I used a combination of manual testing and Junit tests. I created a different test class for each class in the program and at least one test for every public method. For complex methods like move() I created multiple tests to cover all the different situations that the method would be used in. I tested the TextInterface manually as it was quick to asses if the board was drawing correctly and if each command was calling the correct method in SSGame, if I was making a more complex user interface I would implement comprehensive unit tests as with the rest of the program. My testing found only one situation where the program worked incorrectly that I was not able to fix. When moving a GPiece so that its shield touches a sword the game will not properly react, but when moving a sword touch a shield the GPiece with the sword is pushed back as it is supposed to be. I have been unable to find the cause as when moving the entire row or column is checked(depending on the plane of movement). All other reaction are working correctly and so is the more basic game logic like creating and moving.