Card – Unit Testing

Logging – Unit Testing

Pack Handler – Unit Testing

Deck – Unit Testing – Integration Testing for Card and Logging

Player – Unit Testing – Copy tests from Deck

Card Game – Unit Testing – Integration Testing for everything

System tests when card game is done

Card – Work on it together – Do report and tests together – No black box

Logging – Colum – Both write tests – Colum does logging report

Pack Handler – Kadeem – Both write tests – Dream does pack handler report – Packs must have a non negative integer

Pack Handler – Potentially string or int – also effect card

Curveballs – Issue of moving objects around,

Card Game

Initialise Pack – Steps 1 to 5

Intialise DecksAndPlayers – Step 6

DistributeCards – Steps 7 to 10 – Include logging class instantitation

GameLoop – Steps 12 to 17

Final Log – 19 to 22

Main – Run everything and deal with the loop