Manual Test Plan for UNO GUI
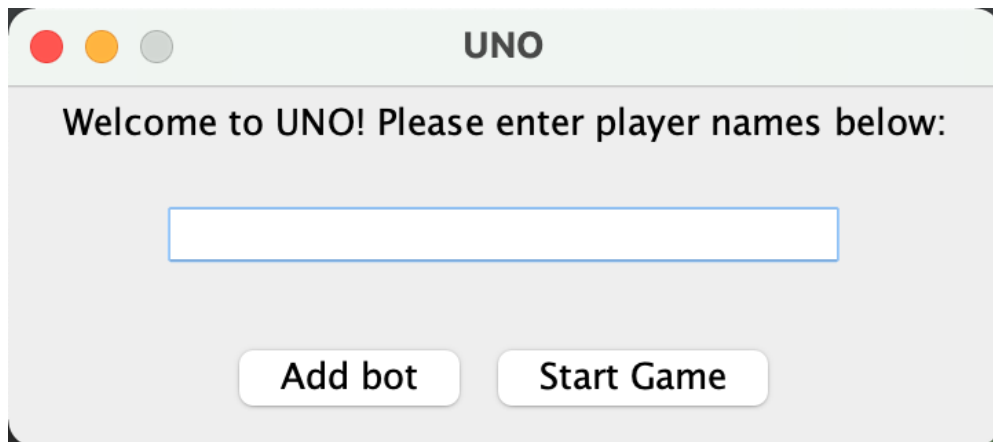
Prerequisites:

- Java SDK 16.0.1
- JUnit4
- Swing

Environment:

- IntelliJ IDEA 2021.2.1 (Ultimate Edition)
- MacOS Big Sur
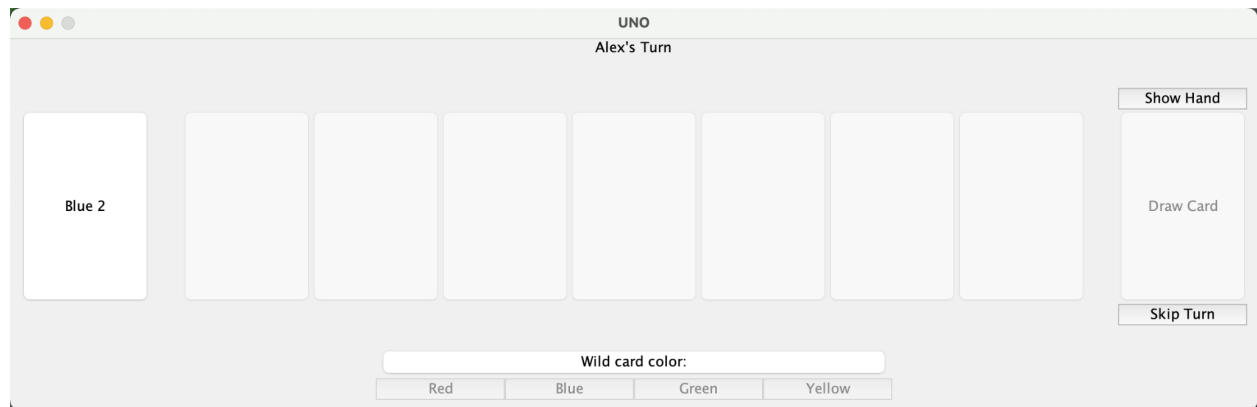
How to run the GUI:

Start the game by running Main in the Main.java file.

Start game menu:

- This is the start menu for my implementation of UNO. Entering a name in the text field and pressing "enter" will initialize a new player with that name. Clicking "Add bot" will add a new AI player to the game.
- Once all agents have been added, pressing "Start Game" starts the game.

Show hand menu:

This is what the main game page initially looks like. Clicking "Show Hand" displays the current player's hand.
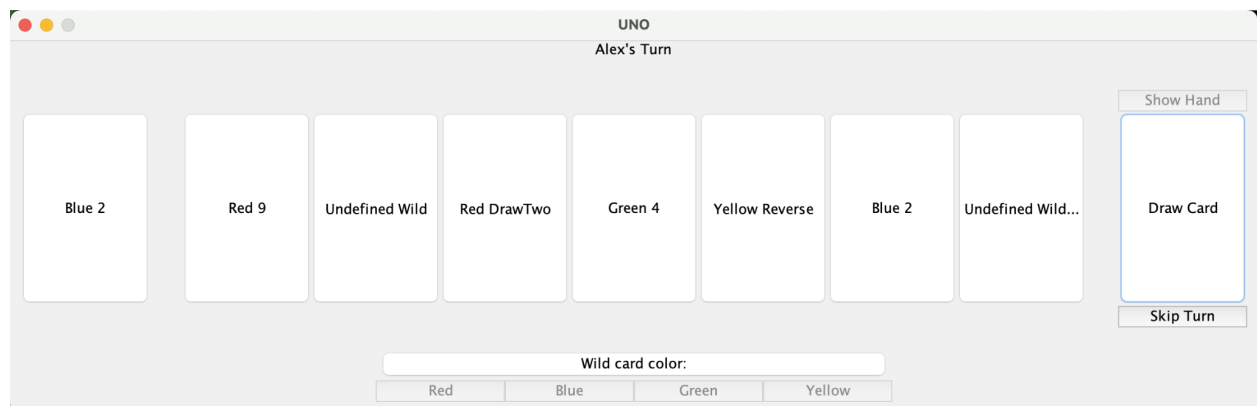

- The card to the far left, in this case "Blue 2," is the top card on the discard pile. Clicking a card that is not valid should display an appropriate message at the top of the screen, and clicking a valid card should allow the player to play that card.
- The "Draw Card" button on the right draws a single card from the draw pile and disables itself, so that only one card can be drawn.
- If a card has already been drawn and no valid play is possible, or if the player simply wishes to skip their turn, the "Skip Turn" button will advance the game to the next player.

Alex's Turn
Choose a color for the wild card!

Show Hand

| Blue 2 | Red 9 | Undefined Wild | Red DrawTwo | Green 4 | Yellow Reverse | Blue 2 | Undefined Wild... | Draw Card |

Skip Turn

Wild card color:

| Red | Blue | Green | Yellow |

- Selecting a wild card enables the buttons at the bottom of the screen.
- If a draw card is played there are two options:
  - The next player has a valid card to stack in their hand, in which case they will be given the option to do so.
  - The next player does not have a valid card to stack, in which case the correct number of cards will be added to their deck.

Victory screen:

Alex won the game!
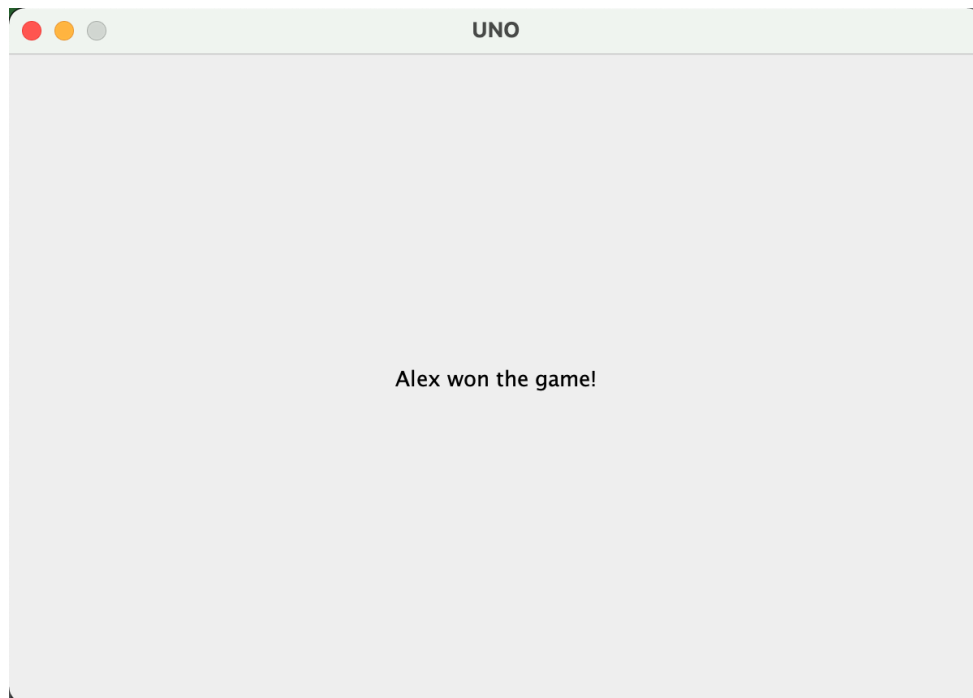
- Once a player's hand has reached size zero, the game end state is automatically initialized.
- Sorry if your name isn't Alex.