Req	Req -v	works?	actual	max
	supports a human player -The hand of each player			
	should be organized by color			
1	And, for each color, in ascending order of value.	yes/no	yes	1
2	Human player plays first	yes/no	yes	1
	The UI allows the human player to select from its			
3	hand titles/melds to play onto the table	yes/no	yes	4
4a1	player plays one meld of 30 points	yes/no	yes	1
4a2	player plays one meld for more than 30 points	yes/no	yes	1
4b1	player plays several melds adding up to 30 points	yes/no	yes	1
4b2	player plays several melds for more than 30 points	yes/no	yes	1
4c	player wins on first turn	yes/no	yes	
	The current player draws 1 tile if this player cannot			
6	(or chooses not to) play	yes/no	yes	1
7	UI stuff {} and asterix's	yes/no	yes	2
8a	a single run	yes/no	yes	2
8b	a single set	yes/no	yes	2
8c	several runs	yes/no	yes	3
8d	several sets	yes/no	yes	3
8e	a mix of runs and sets	yes/no	yes	3
10a	p1 can play one meld on its first turn	yes/no	yes	1
10b	p1 can play several melds on its first turn	yes/no	yes	2
10 c	p1 can play one meld on a subsequent turn	yes/no	yes	1
10d	p1 can play several melds on a subsequent turn	yes/no	yes	2
10e	p1 draws on first turn	yes/no	yes	1
10f	p1 draws on a subsequent turn	yes/no	yes	2
11a	p3 can play 30+ points on its first turn	yes/no	yes	2
11b	p3 plays 30+ points on subsequent turn	yes/no	yes	2
12a	p3 wins not using the tiles of the table on its last turn	yes/no	yes	3
	p3 has no tile to play despite another player having 3			
	fewer tiles: p3 draws (UI states "p3 could play but has			
13a	not tile to play")	yes/no	yes	2
	because another player has 3 fewer tiles, p3 plays all			
13b	the tiles it can	yes/no	yes	2
14	no other player having 3 fewer tiles than p3, p3 draws	yes/no	yes	4
	TDD tests are available for game logic (to be shown in			
18	the repository)	yes/no	yes	7
	Strategies are organized using the Strategy or			
19	Template Method pattern	yes/no	yes	10
20	observes other players (that communicate to it their cu	r <mark>yes/no</mark>		2

the table to enable reuse of tiles of yes/no no 4 a tile to add to a run on the table yes/no 1 be a tile to add to a set on the table yes/no 1 several tiles to add to a run on the table yes/no 1 a meld that uses a card from an existing run on the table a meld that uses a card from an existing set on the a meld that uses a card from an existing set on the 4 several tiles to add to several melds on the table yes/no 1 several tiles to add to several melds on the table yes/no 2 a meld that requires the reorganization of several yes/no 2 melds of the yes/no 2 melds of the yes/no 2 melds of the yes/no 2 a meld that requires the reorganization of several yes/no 2 melds of the yes/no 2 someone has player has 3 fewer tiles, p3 plays all 3 the tiles it can that involve using tiles on the table yes/no 1 someone has played its 30+ points and p2 can play 1 and the tiles it can that involve using tiles on the table yes/no 1 someone has played its 30+ points but p2 can't play 1 back and thus does so yes/no 0.5 p2 plays all its tiles if it can win; p2 wins not using the 1 tiles of the table on its last turn yes/no 0.5 p2 plays all its tiles if it can win; p2 wins not using the 1 tiles of the table on its last turn yes/no 0.5 p2 plays all its tiles if it can win; p2 wins using some 1 tiles of the table on its last turn yes/no 0.5 after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 1 tiles that require use of tiles of the table yes/no 1 after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 1 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of 1 receiving certain cards.		The UI allows the human player to refer to melds on			
9b atile to add to a set on the table 9c several tiles to add to a run on the table 1 a meld that uses a card from an existing run on the 9d table 9e table 9e table 9f several tiles to add to several melds on the table 9 a meld that requires the reorganization of several 9g melds of the 12b p3 wins using some tiles of the table on its last turn 9cause another player has 3 fewer tiles, p3 plays all 13b the tiles it can that involve using tiles on the table 9 someone has played its 30+ points and p2 can play 15a 30+ points and draws 9b p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn 9c p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn 17a tiles that require use of tiles of the table 17b draws 17c Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	5	• •	yes/no	no	4
9c several tiles to add to a run on the table a meld that uses a card from an existing run on the 9d table a meld that uses a card from an existing set on the 9e table 9f several tiles to add to several melds on the table a meld that requires the reorganization of several 9g melds of the 12b p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all 13b the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws p2 plays all its tiles if it can win ; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win ; p2 wins not using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws 18 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	9a	a tile to add to a run on the table	yes/no		1
a meld that uses a card from an existing run on the table a meld that uses a card from an existing set on the several tiles to add to several melds on the table ge table yes/no ge melds of the ge melds of the p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play someone has played its 30+ points but p2 can't play someone has played its 30+ points but p2 can't play someone has played its it can win ; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win ; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win ; p2 wins using some tiles of the table on its last turn gfter playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	9b	a tile to add to a set on the table	yes/no		1
9dtable a meld that uses a card from an existing set on theyes/no19etableyes/no19fseveral tiles to add to several melds on the table a meld that requires the reorganization of severalyes/no29gmelds of theyes/no212bp3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays allyes/no113bthe tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can playyes/no115a30+ points and thus does so someone has played its 30+ points but p2 can't playyes/no115b30+ points and draws p2 plays all its tiles if it can win; p2 wins not using theyes/no0.516atiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using someyes/no0.516btiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more117atiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thusyes/no117bdrawsyes/no1Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood ofyes/no1	9c	several tiles to add to a run on the table	yes/no		1
a meld that uses a card from an existing set on the 9e table yes/no 9f several tiles to add to several melds on the table yes/no a meld that requires the reorganization of several 9g melds of the 12b p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all 13b the tiles it can that involve using tiles on the table yes/no someone has played its 30+ points and p2 can play 15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table and thus one tile that requires use of tiles of the table and thus 17b draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of		a meld that uses a card from an existing run on the			
9e table yes/no several tiles to add to several melds on the table yes/no a meld that requires the reorganization of several payes/no paye	9d	table	yes/no		1
9f several tiles to add to several melds on the table a meld that requires the reorganization of several 9g melds of the yes/no 2 12b p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all the tiles it can that involve using tiles on the table yes/no someone has played its 30+ points and p2 can play 15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws yes/no 0.5 p2 plays all its tiles if it can win ; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win ; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table and thus one tile that requires use of tiles of the table and thus 17b draws 12 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of		a meld that uses a card from an existing set on the			
a meld that requires the reorganization of several 9g melds of the 12b p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all 13b the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	9e	table	yes/no		1
9g melds of the 12b p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all 13b the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	9f	several tiles to add to several melds on the table	yes/no		2
p3 wins using some tiles of the table on its last turn because another player has 3 fewer tiles, p3 plays all the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 30+ points and thus does so someone has played its 30+ points but p2 can't play 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws yes/no 1 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of		a meld that requires the reorganization of several			
because another player has 3 fewer tiles, p3 plays all the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 30+ points and thus does so someone has played its 30+ points but p2 can't play 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	9g	melds of the	yes/no		2
the tiles it can that involve using tiles on the table someone has played its 30+ points and p2 can play 30+ points and thus does so someone has played its 30+ points but p2 can't play 30+ points and draws yes/no 20- p2 plays all its tiles if it can win; p2 wins not using the tiles of the table on its last turn yes/no 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins using some 20- p2 plays all its tiles if it can win; p2 wins not using the 20- ves/no 20-	12b	p3 wins using some tiles of the table on its last turn	yes/no		1
someone has played its 30+ points and p2 can play 30+ points and thus does so someone has played its 30+ points but p2 can't play 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus					
15a 30+ points and thus does so someone has played its 30+ points but p2 can't play 15b 30+ points and draws yes/no p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn yes/no p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn yes/no p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn yes/no 1 after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws yes/no 1 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	13b	-	yes/no		1
someone has played its 30+ points but p2 can't play 30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the 16a tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some 16b tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more 17a tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus 17b draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of					
30+ points and draws p2 plays all its tiles if it can win; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus	15a	·	yes/no		1
p2 plays all its tiles if it can win; p2 wins not using the tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus	451				0.5
tiles of the table on its last turn p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus	150	·	yes/no		0.5
p2 plays all its tiles if it can win; p2 wins using some tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus one tile that requires use of tiles of the table and thus trategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	160		vas/na		0.5
tiles of the table on its last turn after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus one tile that requires use of tiles of the table and thus Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	104		yes/no		0.5
after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	16h		ves/no		1
turn in which p2 cannot win: it can play one or more tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus one tile that requires use of tiles of the table and thus 17b draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	100		yes/110		1
tiles that require use of tiles of the table after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of					
after playing its initial 30+ points, in a subsequent turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	17a		ves/no		1
turn in which p2 cannot win: it cannot play at least one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of	170	•	703/110		-
one tile that requires use of tiles of the table and thus draws Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of					
17b draws yes/no 1 Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of		·			
what's on the table to evaluate the likelihood of	17b		yes/no		1
what's on the table to evaluate the likelihood of					
		Strategy 4 is demoed to somehow take into account			
receiving certain cards. yes/no 11		what's on the table to evaluate the likelihood of			
	21	receiving certain cards.	yes/no		11

TOTAL 100

covered by (refer to a specific line of a specific test or input file)
You need NOT refer to more than one example that covers the req

testPlayerPlaysMeldRun()
testPlayerPlaysMeldRun()
testPlayerPlaysMeldRun()
testPlayerPlaysMeldRun()
testPlayerPlaysMeldRun()
testPlayerManyMeldsTo30_1()
testPlayerManyMeldsTo30_1()
testPlayerManyMeldsTo30_1()
testPlayerPlaysPicksFromStock
testPlayerManyMeldsTo30_1()
testPlayerPlaysMeldRun()
testPlayerPlaysMeldSet()
testPlayerPlaysMeldMultipleRuns()
testPlayerPlaysMeldMultipleSet()
test Player Plays Meld Multiple Meld
testP1_pass()
ThirdStratTests
ThirdStratTests
ThirdStratTests
ThirdStratTests
ThirdStratTests
testAllDrawFromStock()