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
3	The UI allows the human player to select from its 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	
6	The current player draws 1 tile if this player cannot (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
10c	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
13a	p3 has no tile to play despite another player having 3 fewer tiles: p3 draws (UI states "p3 could play but has not tile to play")	yes/no	yes	2
13b	because another player has 3 fewer tiles, p3 plays all the tiles it can	yes/no	yes	2
14	no other player having 3 fewer tiles than p3, p3 draws	yes/no	yes	4
18	TDD tests are available for game logic (to be shown in the repository)	yes/no	yes	7
19	Strategies are organized using the Strategy or Template Method pattern	yes/no	yes	10
20	observes other players (that communicate to it their cur	yes/no		2

5	The UI allows the human player to refer to melds on the table to enable reuse of tiles of	yes/no	no	4
9a	a tile to add to a run on the table	yes/no		1
9b	a tile to add to a set on the table	yes/no		1
9c	several tiles to add to a run on the table	yes/no		1
9d	a meld that uses a card from an existing run on the table	yes/no		1
9e	a meld that uses a card from an existing set on the table	yes/no		1
9f	several tiles to add to several melds on the table	yes/no		2
9g	a meld that requires the reorganization of several melds of the	yes/no		2
12b	p3 wins using some tiles of the table on its last turn	yes/no		1
13b	because another player has 3 fewer tiles, p3 plays all the tiles it can that involve using tiles on the table	yes/no		1
15a	someone has played its 30+ points and p2 can play 30+ points and thus does so	yes/no		1
15b	someone has played its 30+ points but p2 can't play 30+ points and draws	yes/no		0.5
16a	p2 plays all its tiles if it can win ; p2 wins not using the tiles of the table on its last turn	yes/no		0.5
16b	p2 plays all its tiles if it can win ; p2 wins using some tiles of the table on its last turn	yes/no		1
17a	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	yes/no		1
17b	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	yes/no		1
21	Strategy 4 is demoed to somehow take into account what's on the table to evaluate the likelihood of 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()
testPlayerPlaysMeldMultipleMelds()
testP1_pass()
testP1_pass()
testP1_pass()
testP1_pass()
testP1_pass()
testP1_pass()
ThirdStratTests
ThirdStratTests
ThirdStratTests

ThirdStratTests

ThirdStratTests
testAllDrawFromStock()