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| REQUIREMENT | TEST METHOD | STATUS (DATE) |
| Users can create their own player names | testPlayer.testCreatePlayerGood() | Pass April 11 2022 |
| The game will create a new card successfully | testCard.testCreatingCardGood() | Pass April 11 2022 |
| Game will add card to the playerHands | testCard.testAddingCardToPlayerHandsGood() | Pass April 11 2022 |
| Users can successfully select a play and the game will determine if the card is playable | testCard.testCanPlayCard() | Pass April 11 2022 |
| Users can successfully draw a card from the draw pile | testCard.testDrawCardGood() | Pass April 11 2022 |
| Users can select the card at a specific index | testCard.testGetPlayerCardGood() | Pass April 11 2022 |
| The game will determine if the card played is a valid card based on the rules of the game | testCard.testValidCardPlayed() | Pass April 11 2022 |
| Game will create the deck of cards with 60 unique cards in it | testDeck.testCreateDeckGood() | Pass April 11 2022 |
| Game will rotate to each player accordingly | testGame.testPlayerRotationGood() | Pass April 11 2022 |
| Declare that the game is over | testGame.testGameOver() | Pass April 11 2022 |
| Game will reverse the direction of player rotation | testGame.testReverseAction() | Pass April 11 2022 |

Table 1: Summary of the unit tests with the good cases being tested

Manual Tests

* testSkipAction()

1. Begin playing the game
2. Continue playing the game until you are presented with the option to play a card that allows you to skip the next player’s turn
3. Select that option
4. You will notice that once you selected the option to play a SKIP card, the terminal will prompt a message indicating that you skipped the player ahead of you and it went to the next player. It will also display the player’s turn.
5. For example, if the order is A, B, C, and D, and player A had played the skip card, it will go to player C and display the message: \*\* SPECIAL ACTION: Player b’s turn was skipped

* testDrawFourAction()

1. Begin the game
2. Continue playing the game until you are presented with the option to play a card that allows you to force the next player to pick up 4 cards
3. Select that option
4. You will notice that once you selected the option to play a DRAW4 card, the next player will have an additional 4 cards to their hand.
5. For example, if the order is A, B, C and D and player A had played the draw4 card, then player B who had previously had 8 cards, will have a prompt that would display the message:

\*\*\*Player b's turn\*\*\*

Number of Cards in your hand: 12

* testDrawTwoAction()

1. Begin the game
2. Continue playing the game until you are presented with the option to play a card that allows you to force the next player to pick up 2 cards
3. Select that option
4. You will notice that once you selected the option to play a DRAW2 card, the next player will have an additional 2 cards to their hand.
5. For example, if the order is A, B, C and D and player A had played the draw2 card, then player B who had previously had 8 cards, will have a prompt that would display the message:

\*\*\*Player b's turn\*\*\*

Number of Cards in your hand: 10

* testWildColourAction()

1. Begin the game
2. Continue playing the game until you are presented with the option to play a card that allows you to change the color of the topCardColour
3. Select that option
4. You will notice that once you selected the option to play a WILDCARD card, you will be prompted with the following message:

\*\* SPECIAL ACTION: Choose a colour to change to:

//BLUE, RED, GREEN, YELLOW:

1. Type in the colour that you wish to change to
2. Afterwards, you will notice that the Current Top card: will change to the colour that you chose.
3. For example: \*\* SPECIAL ACTION: Choose a colour to change to:

BLUE, RED, GREEN, YELLOW: red

Current Top Card: RED - WILDCOLOUR