Proposed Test Cases from the Account Class:

* **accountValidation(String tempUsername, String tempPassword)**
  + Create an account and test the validation method using incorrect and correct values to see if it returns the right message
    - Username: JohnDoe, Password: jd123
    - Example inputs: johndoe, John Doe, jD123, JD132

Proposed Test Cases from the Deck Class:

* **setDeck(), shuffleDeck()**
  + Initialize a deck of cards using setDeck().
  + Maybe print out the deck to know how the deck currently looks?
  + shuffleDeck() is called inside of setDeck()
    - Check to see if shuffleDeck() actually shuffles the deck properly by comparing the shuffled deck and the original deck

Proposed Test Cases from PlayerInGame Class:

* **setBestFiveCardHand(LinkedList<card> hand)**
  + Pass in the players 2 card hand and the community 5 card hand and determine the best hand possible
    - Example inputs: 2 card hand: King and 8 , 5 card hand: Ace, Jack, 2, 5, Queen

Proposed Test Cases from the Game Class:

* **Game() ------> Deciding who wins the round**
* **deal()**
  + Test cards are coming out in order and to right players
* **preflop(), flop(), turn(), river()**
  + Test to make sure chipCount and pots are updated
* **handWon()**
  + Test if one player remaining in hand returns true and/or if multiple players still in hand returns false
* **round()**
  + Test for a tie and splitting the pot