Manual Test Plan
Manual test plan for UNO game GUI

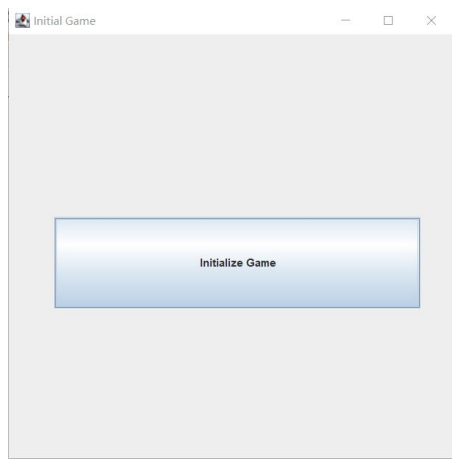## Environment
Windows 10 Eclipse
Java Swing

GUI
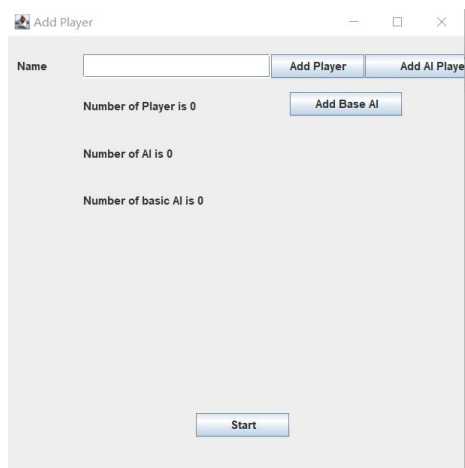Contains 4 main scenes (Begin, Start, During the game, End)
Two pop up scene (Choose color, Choose direction)
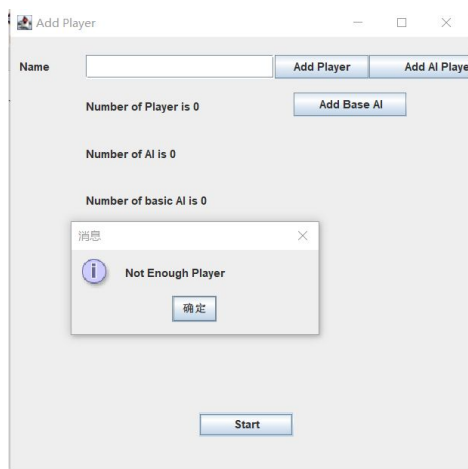

Begin GUI: Start Scene
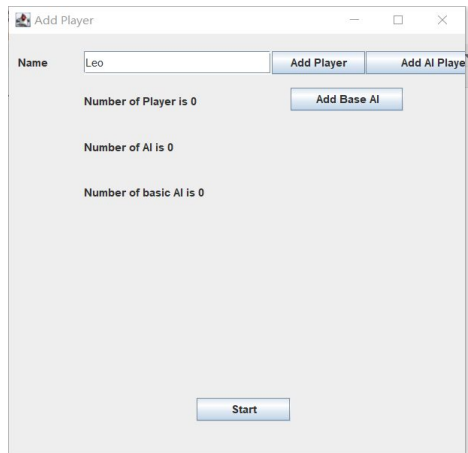

After clicking the Initialize Game Button
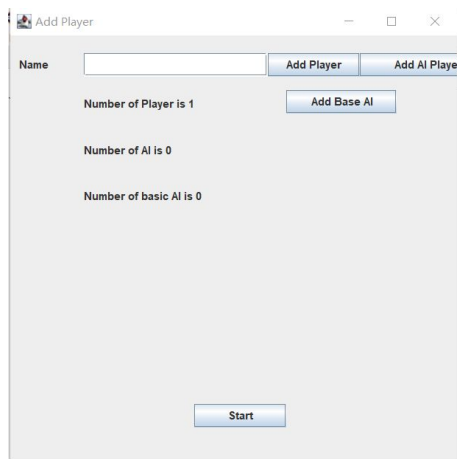
Window becomes Add Player Scene:

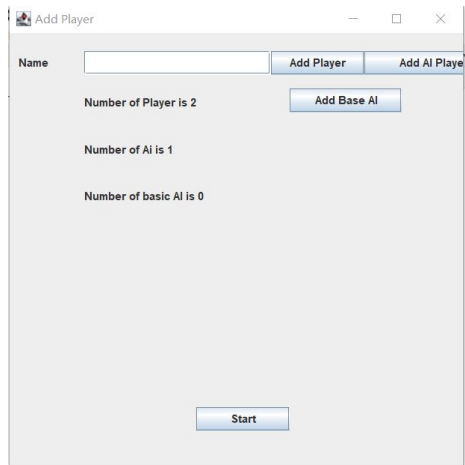When you hit Start Button, but there is no enough player
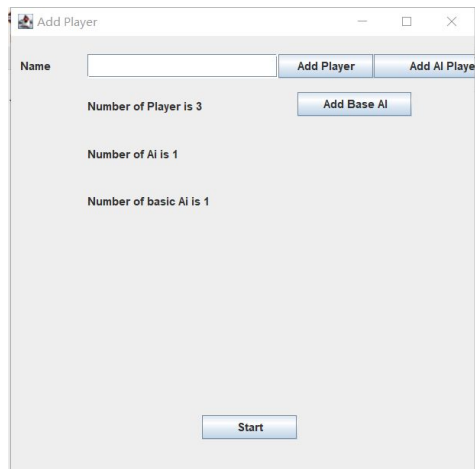

Players can put strings in the text bar.

After clicking Add Player Button, it will shows how many player currently in the game
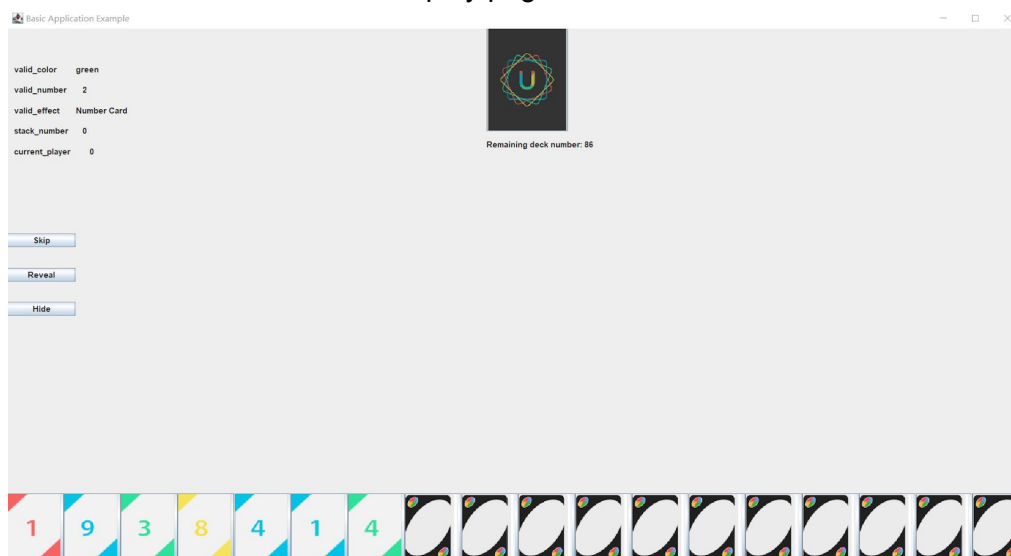

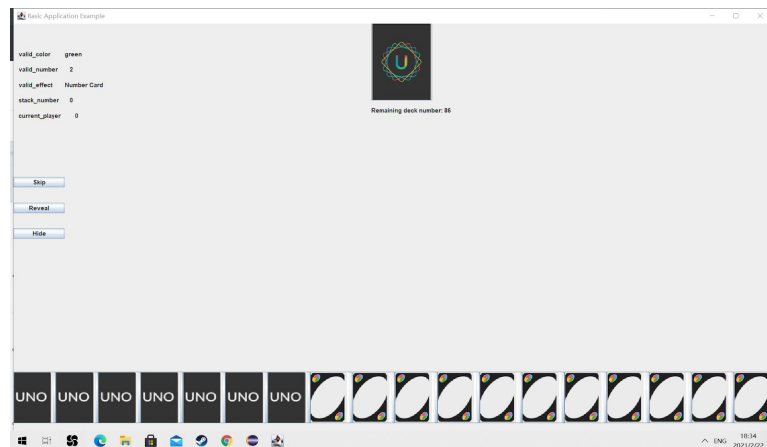Adding a AI player

Adding a Basic Ai Player

Then you can hit the Start Button
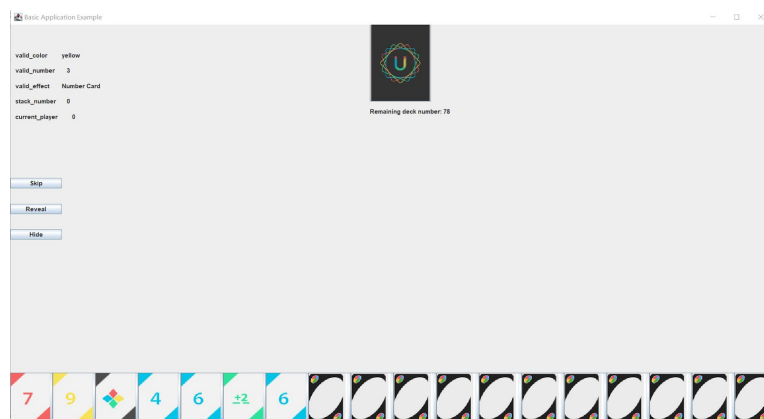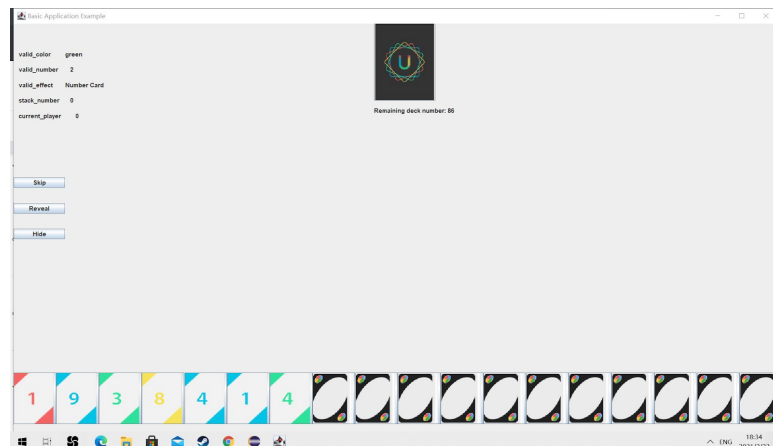Window will transfer to the Main play page

Game status is on the left top side, draw card button is at the top side, and the player has three buttons at the left side.
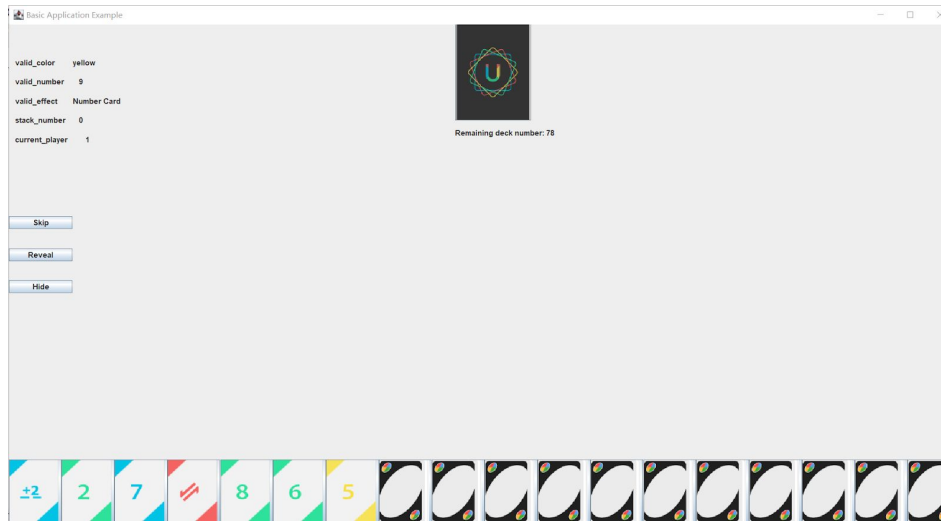
Bottom side buttons are cards in the player's hand.
Player can click the hide button to hide his hand cards.

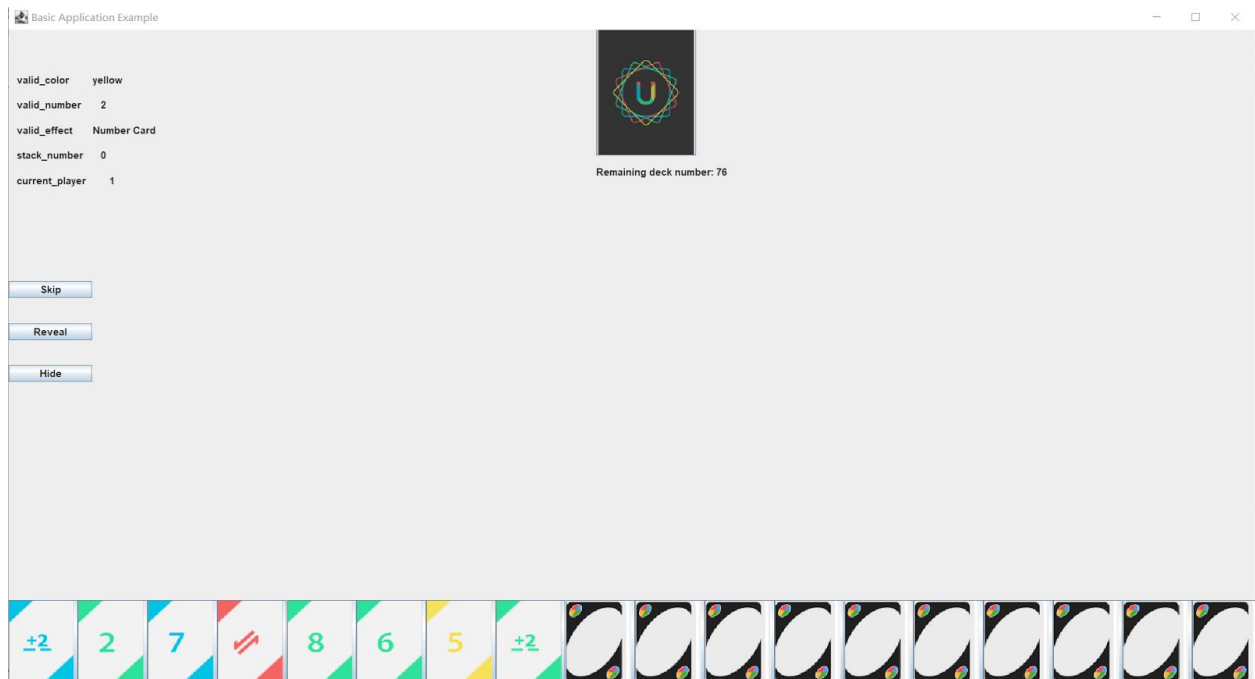And then use reveal button to reveal his card again

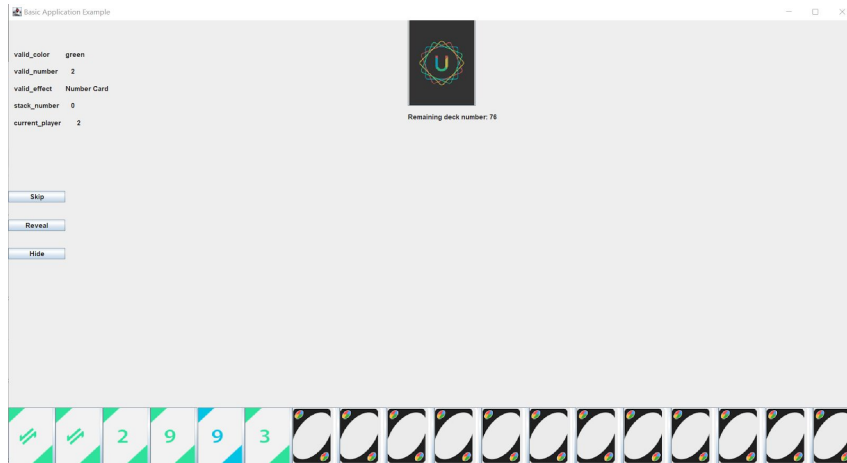For this round, cur player play a yellow 9 (click the button),

The status at top left change to yellow 9 and number card, the current player index also changed
And for this round, assume we don't have any card to play, so I click skip
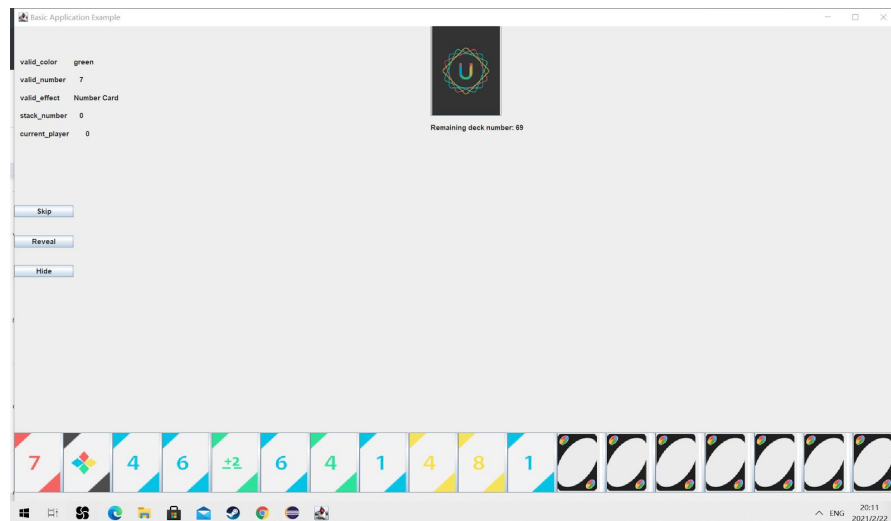

After a whole round, we can see player 1 draw a plus 2 green card as the penalty of skip.

For this round, player two click the green reverse card, so the direction reversed, the next player will change to player1 as the image below showed
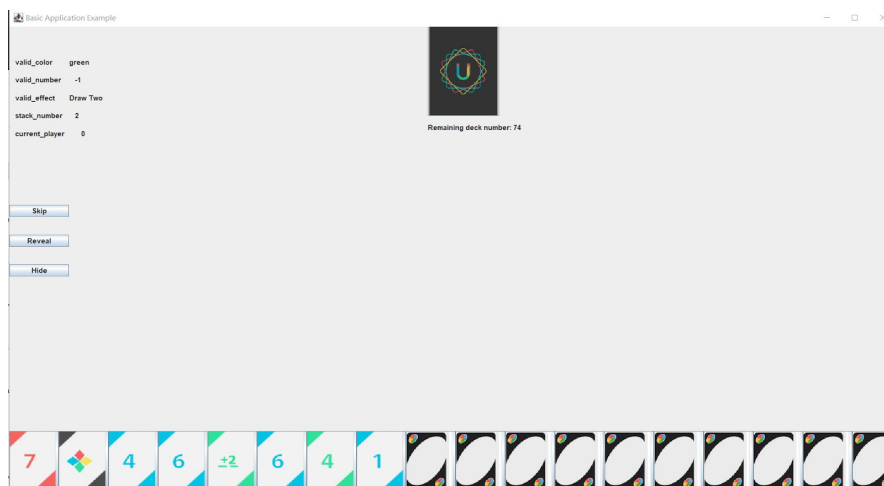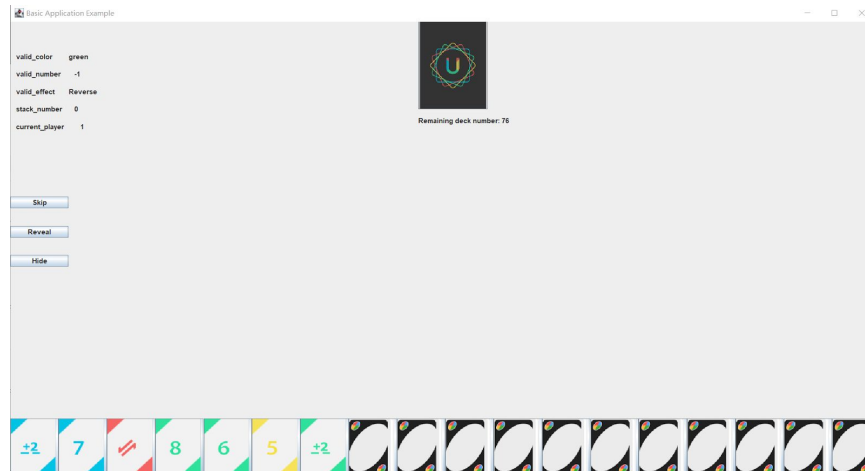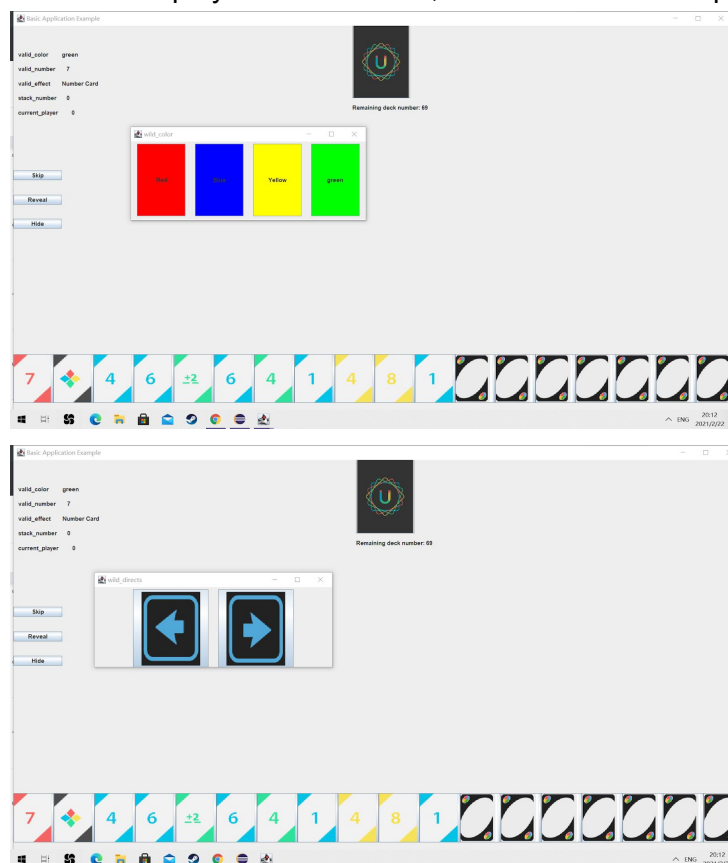

Player 1 plays a draw two card, so the stack number here is two, assuming player zero does not play any card, he will get the penalty.
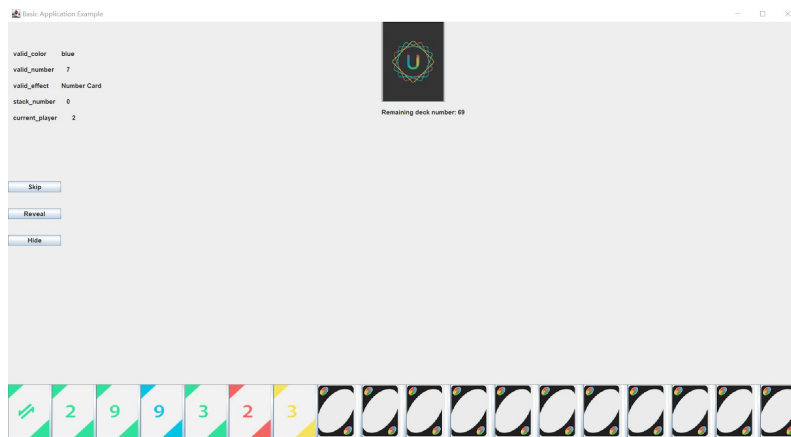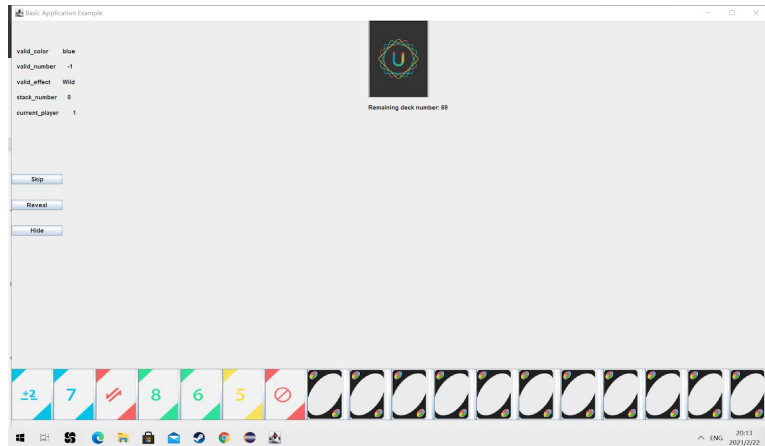
And he will draw total three cards as the penalty of draw two (one for skip and two for stack)
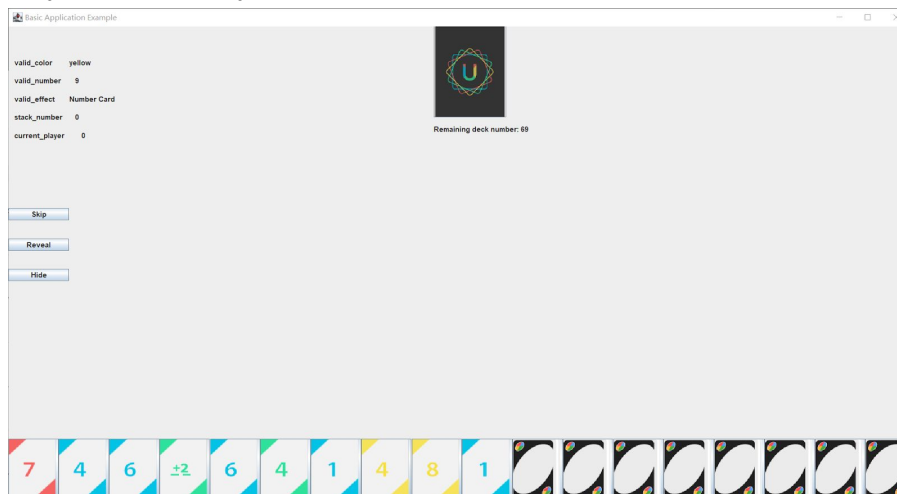
And then he played the wild card, and two window will pop up to select color and direction
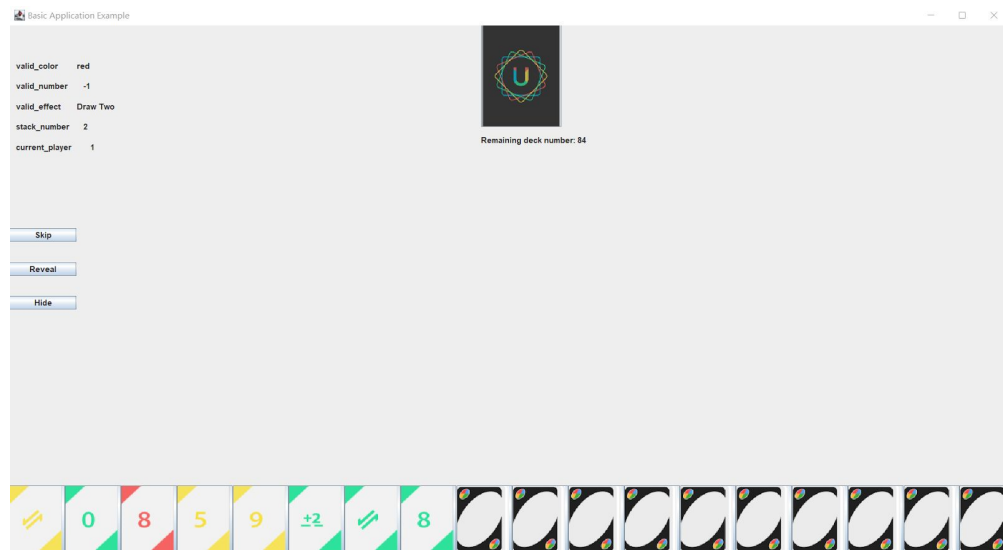

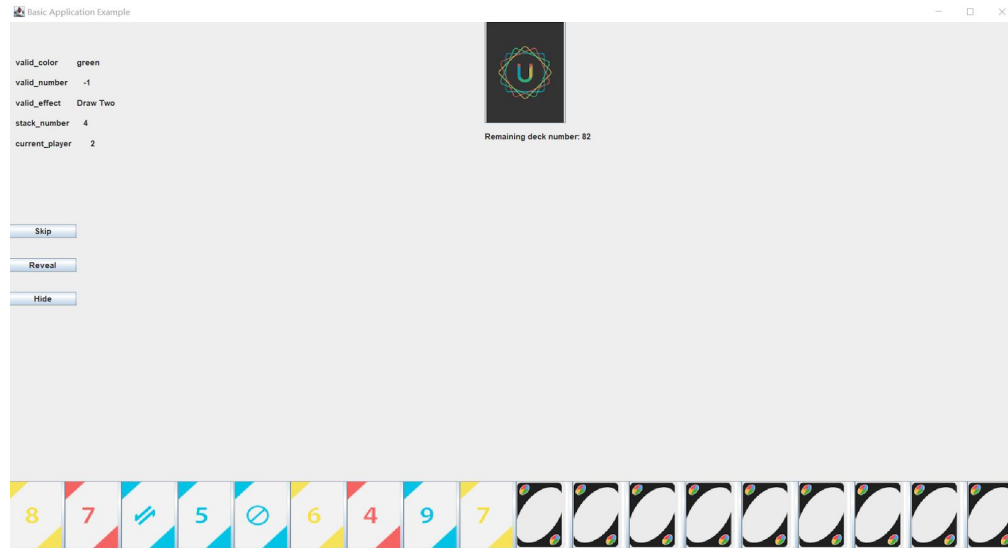
And the game status changes

Player two will played a blue nine, And next round will be AI's turn, which is player 3
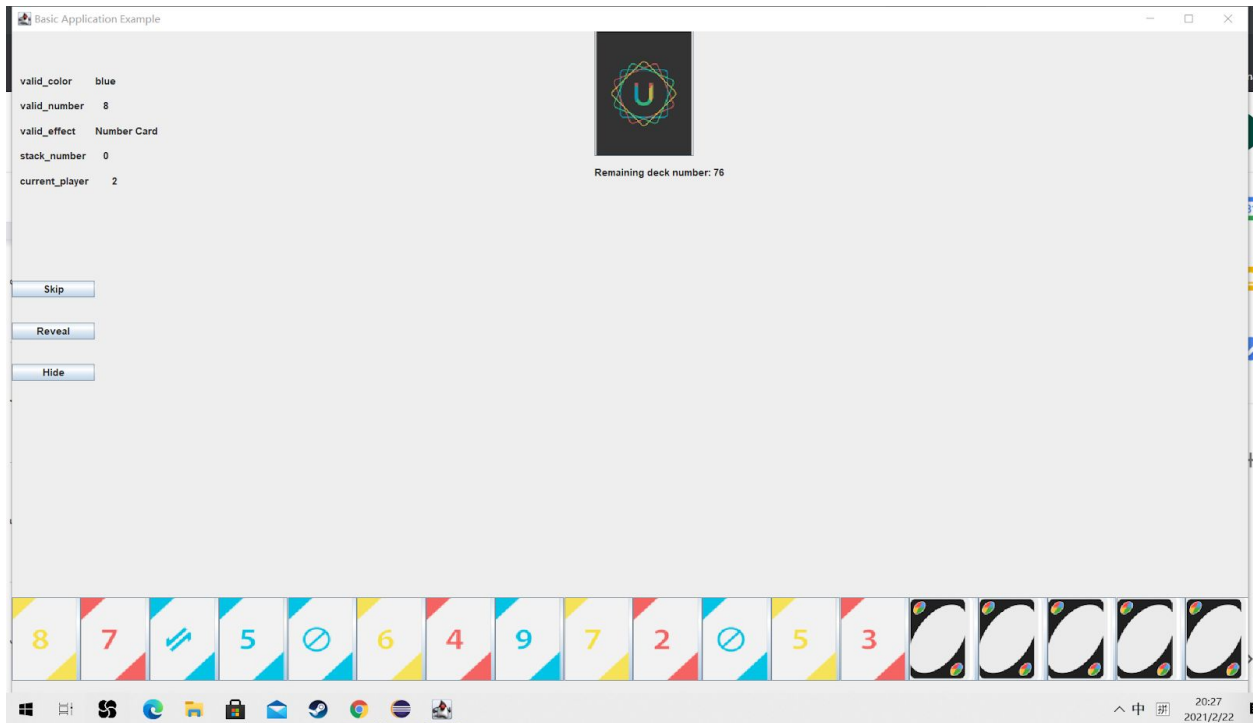

We can see from Player zero's perspective, the AI works well, the game status change to yellow nine, which means AI played a yellow nine after the blue nine
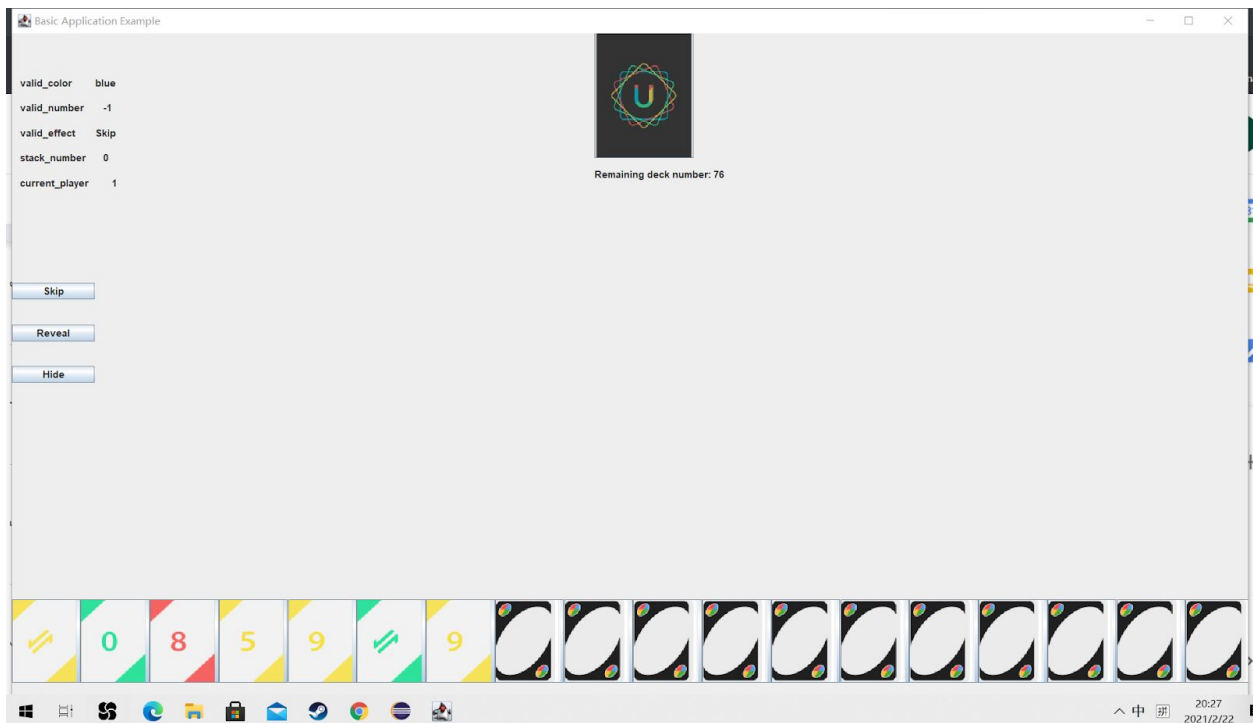
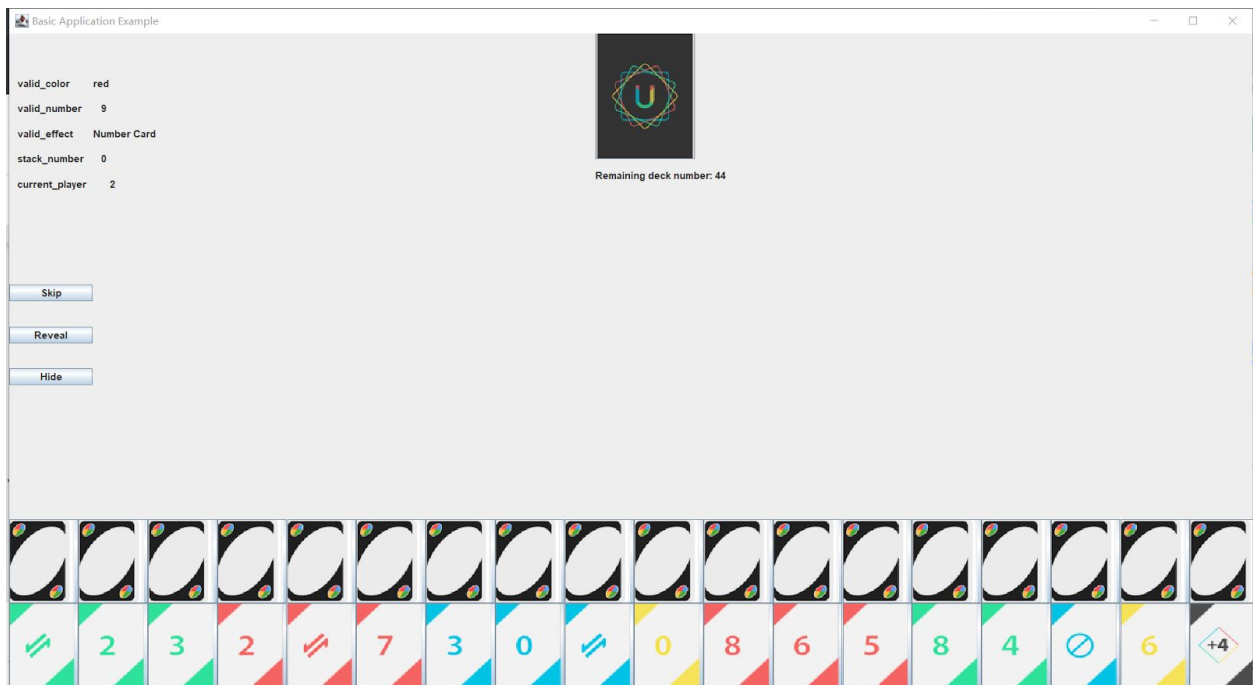Next we test whether the penalty can be successfully stacked

We can see from the game status, the stack number becomes 4, success!

valid_color   blue
valid_number   8
valid_effect   Number Card
stack_number   0
current_player   2

Remaining deck number: 76

Skip

Reveal

Hide

Next we text the card effect of skip

valid_color   blue
valid_number   -1
valid_effect   Skip
stack_number   0
current_player   1

Remaining deck number: 76
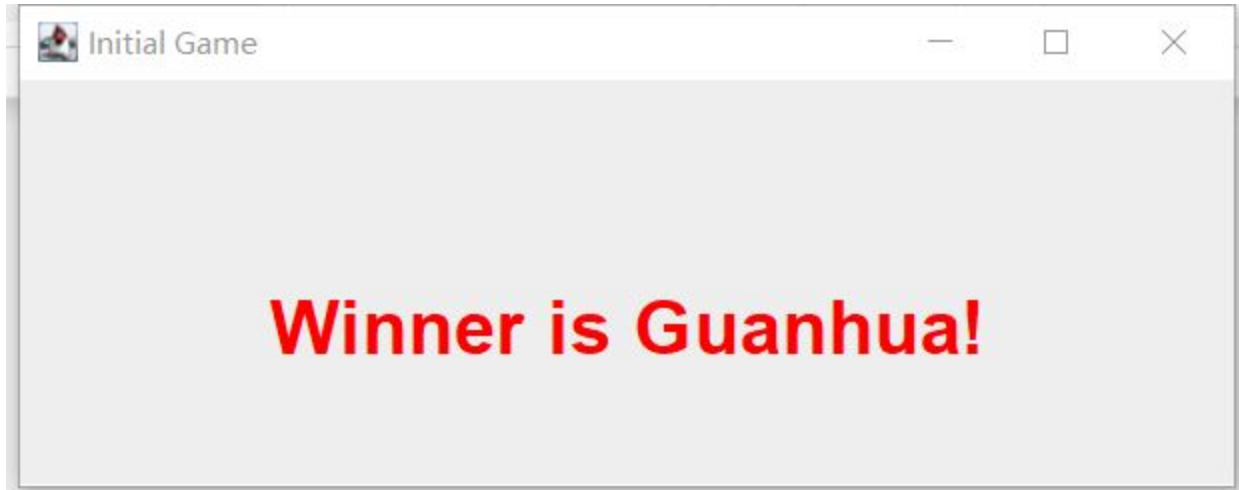
Skip

Reveal

Hide

Success, we can see from the game status, player zero is skipped.

When the game detects someone's hand cards exceeds the max amount of buttons, it will generate a new row of buttons for him.
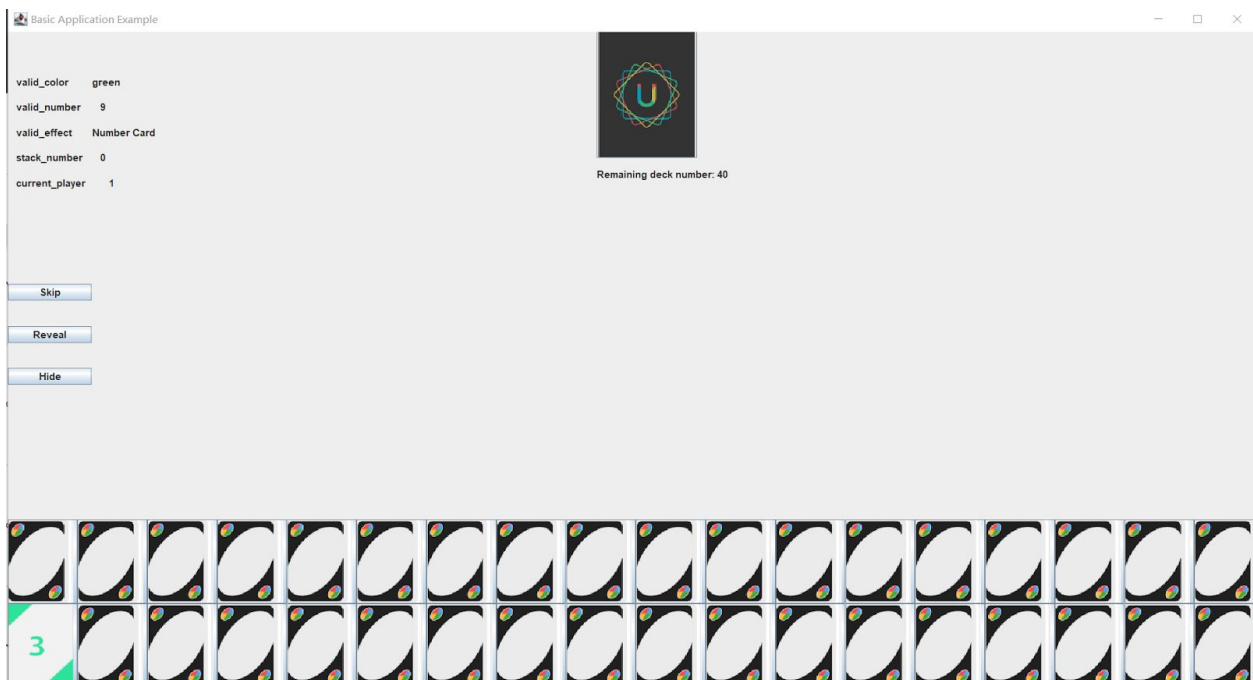
When I have only one card, I play this card.

End scene will pop up, and show the winner's name