Testing the name class will be created:

-By clicking to the "Play Game" button, the game will take me to the names panel.

Testing the names will be saved:

1- typing the names
2- clicking continue button

the names will be save and they will be shown in the dice board.

Testing the updating score of the first player:

1- by clicking throw dices button.

the second player will make a guess by clicking "make a guess", then score of first player will be updated and added.

Testing the updating score of the second player:

1- by clicking throw dices button.

the first player will make a guess by clicking "make a guess", then score of second player will be updated and added.

Testing the player name turn:

When it's time of the player to play. The name of the player will show in the dice board panel.

Example: Player 1 Turn(John)

Testing the number of dice

Example: when the first player threw dice and the second player made a guess, the number of the dice will show.

Example: The last number was: 27

Testing the options board button:

1- by clicking options board button.

will show three things. Range and Even or odd.

Testing the Range button:

1- clicking the options board button.
2- clicking the range button.

will show the range of the threw player dice randomly.

Example: 16 to 24.

Testing the Even or Odd button:

1- clicking the options board button.
2- clicking the Even or odd.

will show if the number of the threw dice even or odd.

Example: The number is even.

Testing the win or lose:

      1- if the player reach above of 30 will win and the other players will lose.

      2- if the player has score 20 above the other players, will win and the other players will lose.

      When one of the player won, it will show in the board panel.

      Example: Player 2 WON!

Testing playing another game:

      1- after finished the game

      2- clicking the play another game button

      3- typing the names of the players

      4- clicking continue button.

      Start new game

Testing to go to title page:

      1- after finished the game

      2- clicking the play another game button

      3- clicking the back to title page

      title page

Testing view Scores:

      1- after finished the game

      2- clicking the play another game button

      3- clicking the back to title page

      4- clicking view Scores

      will show all scores of all the game that have played.

OR

Testing view Scores:

      1- in the title page click the view scores.

We reviewed the requirements with the teaching assistant Corey Heath. And we asked him about how to do GUI junit testing. He told us to do it this way.