We have tested all 3 screens in our program: the welcome screen, initial configuration screen, and initial game screen. We first tested to see if the submit button on each screen properly transition to another screen if the requirements are satisfied. We then test if all the labels and other nodes on each screen appear properly. Finally, we tested the functionalities and results of each screen. For instance, on screen Initial Configuration Screen, the user cannot go to the next screen when the input name is invalid (empty, white space only, or null) or the difficulty is not selected. Another example is on Initial Game Screen, where we check for the value of initial money and starting monument health based on the selected difficulty level.