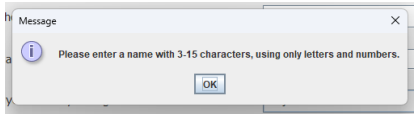
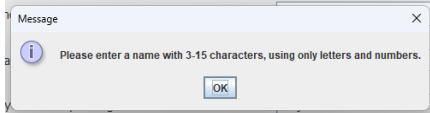
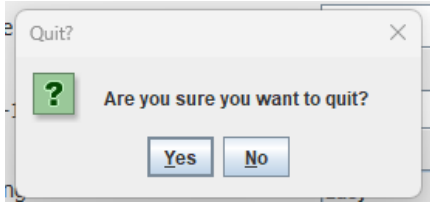
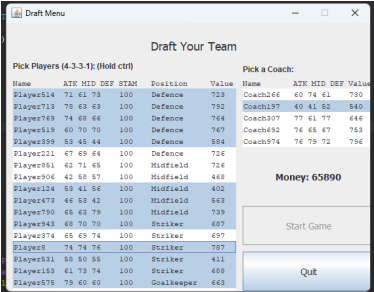
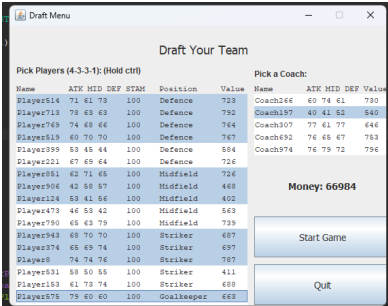
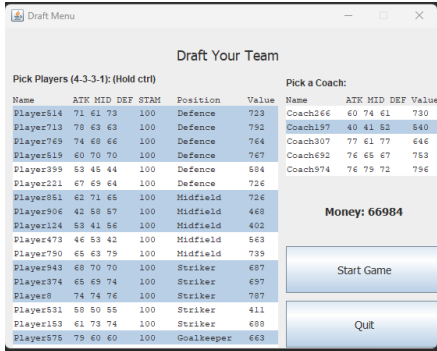
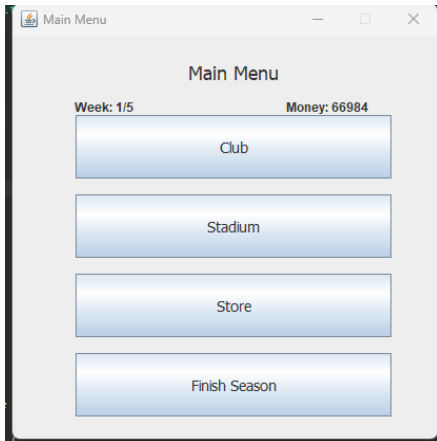
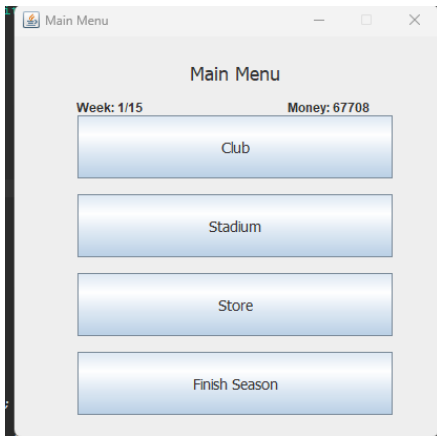
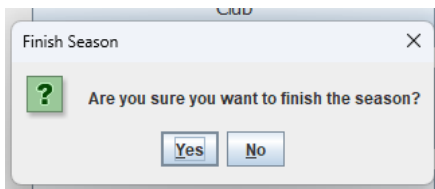
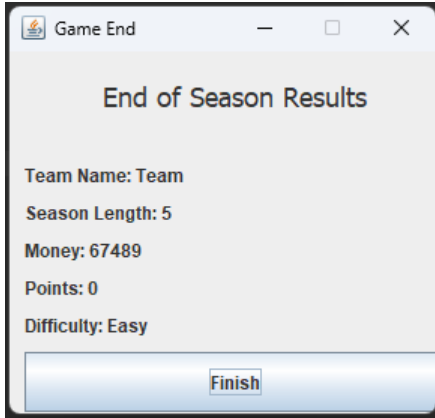
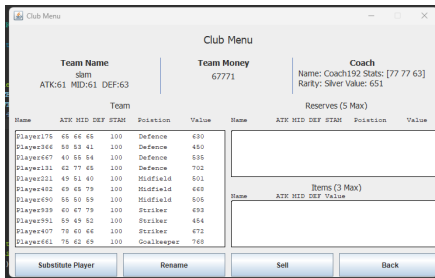
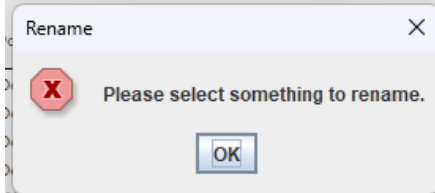
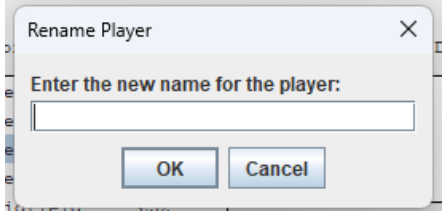
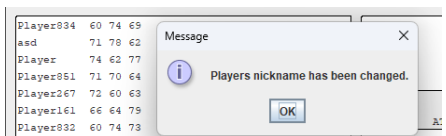
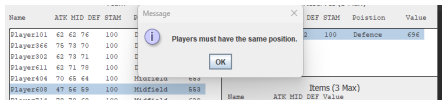
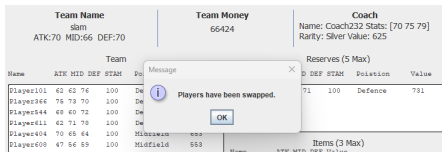
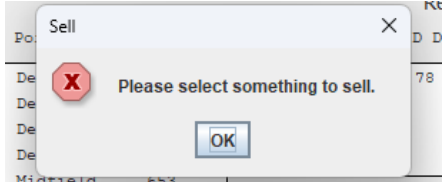


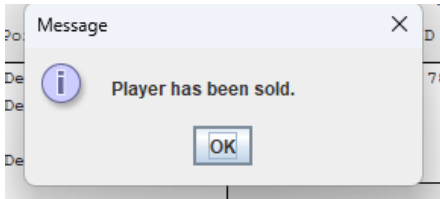
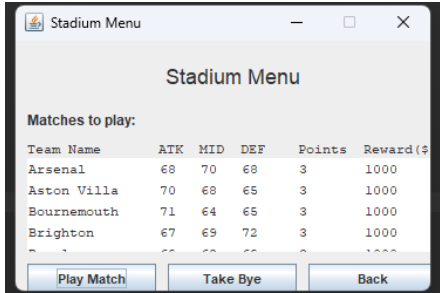
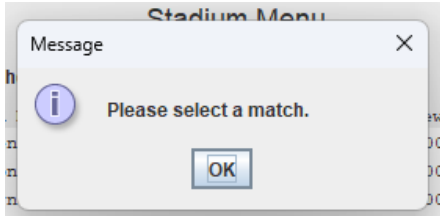
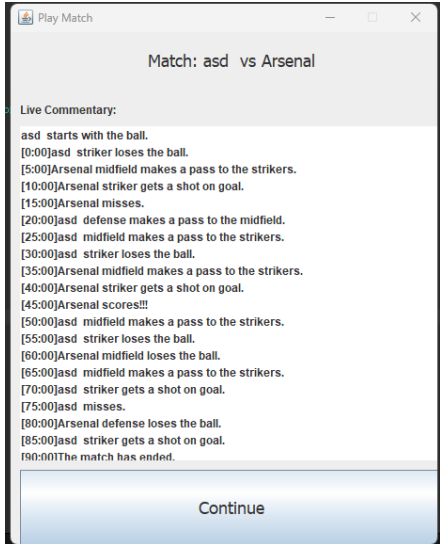
# Manual Testing

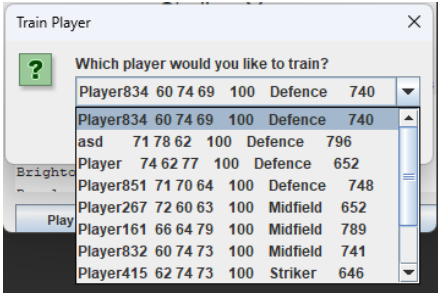
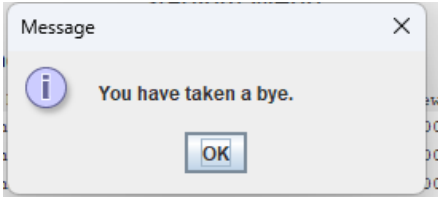
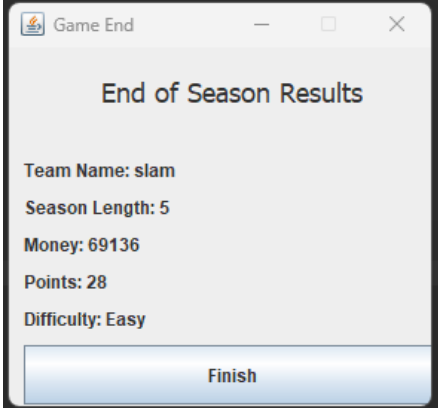
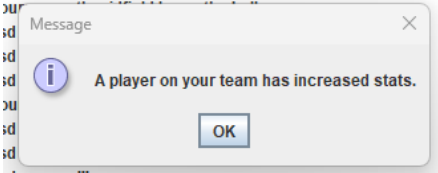
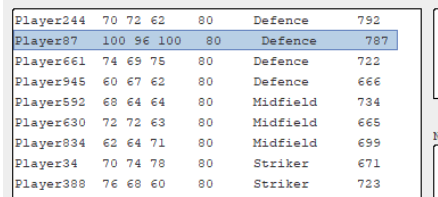
Test Item	Input	Outcome	Pass
Gui Selection	No input	Runs the GUI option	X
	'cmd' argument	Runs the CLI option	X
Startup Menu	Team name: " " Continue button.	 <p>Then returns to the startup menu.</p>	X
	Team name: "Team" Season length 5-15 (Won't let you choose any other option) Difficulty: Easy or Hard (Only options available) Continue button	Goes to draft menu.	X
	Team name: "!la" Continue button	 <p>Then returns to startup menu.</p>	X
	Quit button and X on window.	 <p>On yes, the program closes, on no, the quit menu disappears and returns to the startup menu.</p>	X
Draft Menu	No Selection	Start game is not able to be clicked, so no errors.	X
	 <p>Picking the wrong number of</p>	Start game is not able to be clicked, so no errors.	X

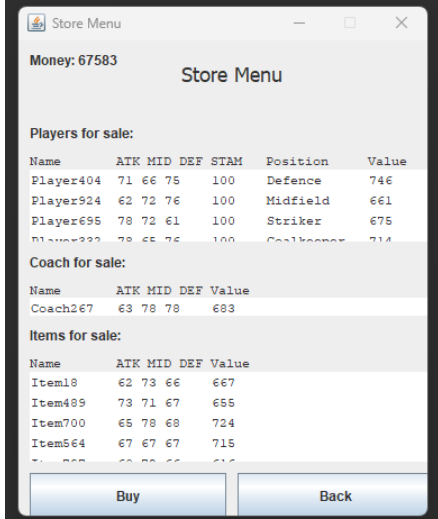
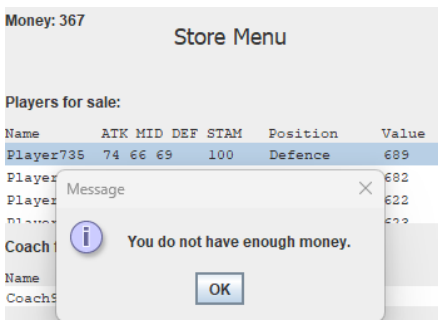
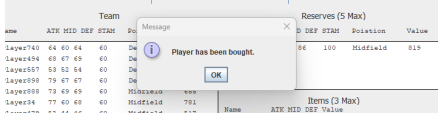
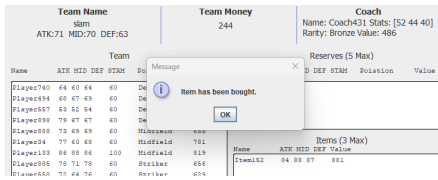
	players for each position.		
	 <p>Picking four defenders, 3 midfielders, 3 strikers, 1 goalie and 1 coach.</p>	 <p>Start game button is available, and the money available decreases according to the cost of your picks. (8000 for easy and 7000 for hard).</p>	X
	Quit button.	Works the same as in the start menu.	X
Main menu	Choosing 5 weeks as the season length in startup.	 <p>Shows week 1/5.</p>	X
	Choosing 15 weeks as season length.	 <p>Shows week 1/15.</p>	
	Clicking the club menu button.	Open the club menu.	X

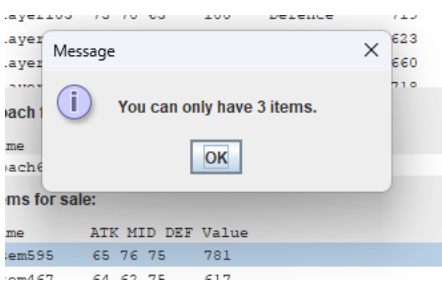
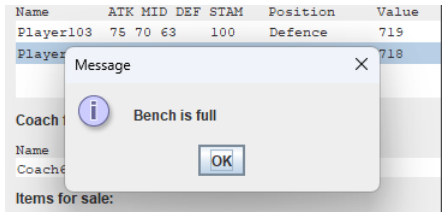
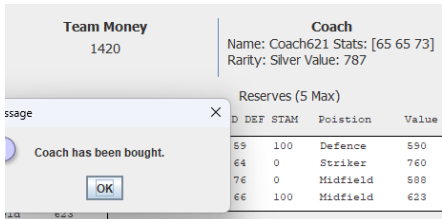
	Clicking the stadium menu button.	Open the stadium menu.	X
	Clicking the store menu button.	Open the store menu.	X
	Clicking the finish season button.	 <p>Message box asks you if you are sure you want to finish the season.</p>	X
	Clicking no when on the finish season menu.	Return to the main menu.	X
	Clicking yes when on the finish season menu.	 <p>Message box displays statistics about how your season went. Finish quits the application</p>	X
Club Menu.	No input		X
	Quit button.	Works same as the other quit buttons.	X
	Click rename button without a player or item selected.		X

	Click the rename button with a player selected.	 A dialog box titled "Rename Player" with a close button (X) in the top right. It contains the text "Enter the new name for the player:" followed by a text input field. At the bottom are "OK" and "Cancel" buttons.	X
	Click cancel on rename menu.	Returns to the club menu with no change to the player's name.	X
	Using name = " " on the rename menu. (or any length of whitespace characters).	Returns to the club menu with no change to the player's name.	X
	Using name = "Player" on the rename menu with player selected.	 A screenshot showing a list of players on the left and a "Message" dialog box on the right. The message box says "Players nickname has been changed." with an "OK" button. Selected players' names changed to "Player" and the box tells the user the name has changed.	X
	Click substitute player with only a player on the team selected.	No change.	X
	Click back button.	Goes back to the main menu.	X
	Click substitute player button with two players with different positions.	 A screenshot of an error message box that says "Players must have the same position." with an "OK" button. Error box lets the user know that the players must have the same position.	X
	Click substitute player button with two players selected of the same position.	 A screenshot showing team statistics (Team Name: slim, Team Money: 66424, Coach: Coach232) and a "Message" dialog box that says "Players have been swapped." with an "OK" button. Box lets the user know the players have been swapped. The team stats also change to reflect the change in overall stats on the team.	X
	Click sell button with no player or item selected.	 A screenshot of a "Sell" dialog box with a red "X" icon and the text "Please select something to sell." with an "OK" button. Please select something to sell.	X

	Click sell button with player selected.		X
Stadium Menu	No input		X
	Click play match with no team selected.		X
	Click play match with team selected.	<p>The match begins, commentary rolls out as the match goes on.</p>  <p>The match is completed and the week counter goes to the next week.</p>	X
	Click take bye button.	A menu appears to allow you to train a player over the week that you are taking a bye.	X

		<div data-bbox="823 210 1262 501"></div> <p>When selected, a message appears telling the user they have taken a bye, and the week counter increases. It then returns to the main menu.</p> <div data-bbox="823 678 1262 873"></div>	
	Playing match on the last week of your season.	<p>Once the match has finished, the game end menu shows up and shows your season stats.</p> <div data-bbox="823 1014 1262 1420"></div>	X
	Playing the first match with the randomEvent Random seed set to 2.	<p>The random event that increases a players stats occurs.</p> <div data-bbox="823 1532 1262 1704"></div> <p>When checking in club menu, the players stats are significantly improved.</p> <div data-bbox="823 1823 1262 2018"></div>	X

Store Menu	No input.		X
	Click buy button on an item or person when you have less money than required.		X
	Click buy on a player when you have enough money to buy them.	 <p>The user is taken to the club menu and the player is added to their reserves. The team's money decreases by the cost of the player. The player is removed from the store.</p>	X
	Click buy on an item when you do not have enough money for the item.	Not enough money message box shows.	X
	Click buy on an item when you have enough money.	 <p>Similar to buying a player, takes you to the club menu and decreases the money accordingly. The item shows up in the item list. The item is also removed from the store.</p>	X

	Click buy on an item when you have enough money, but already have three items.		X
	Click buy on a player when you have enough money but a full bench (5 players).		X
	Click buy on a coach when you have enough money.	 <p>The coach is bought and replaces the user's current coach.</p>	X