Requirement ID	Requirement	Verified By
1.0	Starting a new game	
1.1	Display default game configuration	Test case 1, step 2
1.2	Ask user if they would like to change game configuration.	Test case 1, step 5
1.3	Store new config values	Test case 2, step 6
1.4	Display starting life points	Test case 1, step 6
2.0	Betting turn	
2.1	Display two player card and one dealer card + card totals	Test case 3, step 7
2.2	Prompt user for hit or stay	Test case 4, step 2
2.3	Display 2nd dealer card and 3rd player card (if hit)	Test case 4, step 4 Test case 4, step 5
2.4	Calculate totals	Test case 4, step 6
3.0	Bet scoring	
3.1	Determine score deducted/added - Determine if player busted - Determine if player tied - Determine if player got closer to bust or dealer did	Test case 6, step 4 Test case 7, step 4 Test case 8, step 4 Test case 9, step 5
3.2	Display life points for dealer and player	Test case 6, step 4 Test case 7, step 4 Test case 8, step 4 Test case 9, step 5
4.0	End Game	
4.1	Determine if player's life points hit zero	Test case 11, step 1
4.2	Determine if Dealer's life points hit zero	Test case 10, step 1
4.3	Display who wins	Test case 10, step 3 Test case 11, step 3

Test Case 1: Starting game with no modularity

1. Run program
2. Look to make sure default game configuration is displayed.
3. You will be asked whether you would like to change configuration.
4. Click the button that says "No".
5. No window asking for a new bust value should appear.
6. Window should now display life points, two player cards, one dealer card, and hand totals for each player.

Test Case 2: Starting Game with Modularity

1. Run program
2. Look to make sure default game configuration is displayed.
3. You will be asked whether you would like to change configuration.

4. Click the button that says “Yes”.
5. A prompt should appear asking for a new bust value.
6. Input “30”.
7. Window should now display life points, two player cards, one dealer card, and hand totals for each player.

Test Case 3: Starting Game with no Modularity after a modular game

1. Run program
2. Look to make sure default game configuration is displayed.
3. You will be asked whether you would like to change configuration.
4. Click the button that says “Yes”.
5. A prompt should appear asking for a new bust value.
6. Input “30”.
7. Close program by pressing the “x” in the top corner.
8. Run program
9. Look to make sure default game configuration is displayed.
10. Make sure game configuration is set to 21.

For the next test cases, each will need to be done twice: once checking modular, another checking non modular games.

Test Case 4: Betting: Testing "Hit” and Subsequent Display Changes

1. Go through either Test Case 1 or Test Case 2 (test for both modular and non)
2. A prompt should appear asking if you want to “hit” or “stay”.
3. Click on the “hit” button.
4. A 3rd card should display for player.
5. A 2nd card should display for dealer.
6. Card totals should display accurate total of each hand.

Test Case 5: Betting: Testing "Stay” and Subsequent Display Changes

1. Go through either Test Case 1 or Test Case 2 (test for both modular and non-modular).
2. A prompt should appear asking if you want to “hit” or “stay”.
3. Click on the “stay” button.
4. Only a 2nd card should display for dealer.
5. Card totals should display accurate total of each hand.

Test Case 6: Scoring: Player’s score is over bust, Dealer is under: Test calculation of score and life point effect

1. Go through either Test Case 4 (test for modular and non-modular).
2. Continue to click on the “hit” button until your card total is over the set bust limit.

3. You will be prompted once again to make a decision, click the “stay” button.
4. Check that the difference between score and bust is added/subtracted from life points of each player.

Test Case 7: Scoring: Dealer’s score is over bust, Player’s score is under: Test calculation of score and life point effect

1. Go through either Test Case 4 (test for modular and non-modular).
2. Continue to click on the “hit” button until your card total is below bust and the dealer’s total is above (you may need to restart a couple of times).
3. You will be prompted once again to make a decision, click the “stay” button.
4. Check that the difference between score and bust is added/subtracted from life points of each player.

Test Case 8: Scoring: Dealer’s and player’s score is over bust: Test calculation of score and life point effect

1. Go through either Test Case 4 (test for modular and non-modular).
2. Continue to click on the “hit” button until your card total is above bust and the dealer’s total is above (you may need to restart a couple of times).
3. You will be prompted once again to make a decision, click the “stay” button.
4. Check that the difference between score and bust is added/subtracted from life points of each player.

Test Case 9: Scoring: Dealer’s and player’s score is equal: Test calculation of score and life point effect

1. Go through either Test Case 4 (test for modular and non-modular).
2. Continue to click on the “hit” button until your card total is below the dealer’s total and the bust threshold (you may need to restart a couple of times).
3. You will be prompted once again to make a decision, click the “stay” button.
4. Repeat the above instructions until the player and dealer scores are equal (this is rare and may take a long time).
5. Check that no change is made to life points of each player.

Test Case 10: End Game: Dealer’s life points go below zero.

1. Repeat test case 7 until the Dealer’s life points go below zero.
2. Make sure a display appears stating that player is the winner.
3. Game ends and closes.

Test Case 11: End Game: Player’s life points go below zero.

1. Repeat test case 6 until the Player’s life points go below zero.
2. Make sure a display appears stating that Dealer is the winner.
3. Game ends and closes.