In M2, I created the welcome screen. This included a title area, and button functionality for the “Start Game” and “Exit” buttons. To test the welcome screen I made sure that each button did the function it was meant to do. This meant that in the testStartButton() method I used onClick() to make sure that the buttons on the configuration screen would be visible when the start game button was clicked. I did a similar test on the testExitButton() method, but instead made sure that the window had closed and nothing was visible.