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 the start game button had a proper functionality. 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 while on the configuration screen to check to see if not selecting a weapon would leave the player with no weapons available by using on click and write methods to fill in all the data, and then used onClick again to enter the game. I chose to do these two tests because I wanted to make sure that the welcome screen worked as I had intended it to, and I also wanted to check some edge cases in the config screen that could cause issues if not tested beforehand.