in this milestone, I am responsible for the configuration screen. In the configTest, I tested on mainly when getting different inputs either valid or non-valid from user,

in the start(), I treat it as a setup. I do clickOn(“start game”) to skip the welcome screen

In the first two tests, I tested if the alert screen would show up when user didn’t input a name or select difficulty

in the last test, I tested if a player object is created with the user input. Other than using verifyThat, I used assertions to compare the expected player object and actual player object that was returned from the game.