## Connect4 Test **Pla**n (JUnit specs are the same as the Expected Result)

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| **Action** | **Expected Result** | **Check** |
| C4GameHub,  Constructor | Create a hub and begin listening on the specified port. | X |
|  | Call setAutorest and set it to “true”. | X |
| Initialize state to a new Connect4GameState(); | X |
| call the superclass Hub. | X |
| C4GameHub,  messageReceived | Sends the message received by the Hub to the GameState state and to both clients | X |
| C4GameHub,  playerConnected | Called when a player connects to the Hub. The Hub only allows two players to play at a single time. | X |
| C4GameHub,  playerDisconnected | Called when a player disconnects from the Hub. A disconnect will stop and exit the current gaming session. | X |
| C4GameState,  applyMessage | Responds to the actual message that the player sends and translates it to playable code that can be represented on both players’ screens. | X |
| C4GameState,  winSequence | Check for a horizontal win. | X |
|  | Check for a vertical win. | X |
| Check for an ascending diagonal win. | X |
| Check for a descending diagonal win. | X |
| C4Window,  Constructor | Initializes constructor with all major GUI features for interactive play between both users. | X |