

Test Plan and Strategy

There will be two main categories of tests conducted. The first category is unit testing, and these ensure the inner game logic and classes work as intended. Since this program incorporates a GUI and networking, we also have tests for those aspects. Those tests are described further in the Testing Scenarios and Testing Cases pdfs. Also in that pdf, features that are part of the board game but we did not have time to incorporate into our implementation are marked as unimplemented.