

instruction to run test:

- test files are loaded in "load" folder
- open file ReadGameState.java
(src\main\java\project\rummy\game\GameReader\ReadGameState.java)
- enter the test file name (.json) in line 21 of the above file where FileReader is called
" Object object = jsonParser.parse(new FileReader("load/file_name.json")) "
- open file TileRummyApplication.java
(src\main\java\project\rummy\main\TileRummyApplication.java)
- make sure that line 57 is **uncommented** "game = gameStore1.initializeGame()"
- make sure that line 58 is **commented** "// game = gameStore.initializeGame()"
- to run the application: run the file TileRummyApplication.java

Test case 1: to test part 1, 2, 3, 4, 5, 6, 7,8, 10a, 11a, 15a - DONE

Scenario 4a1, 8a: Human plays ONE RUN for 30 points

Turn: **0**

Current player: **Human**

Status: **ICE_BROKEN**

Tile drawn:

Table:

Deck : **48** tiles

Human: [R6, R7, R8, R9, B3, B7, B10, G6, G7, G12, O3, O5, O8, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B11, B12, G2, G11, O3, O4, O4, O11]

Player 2: [R2, R2, R3, R4, B1, B9, G6, G7, G8, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Human plays **[R6, R7, R8, R9]**

⇒ Updated table **[R6, R7, R8, R9]**

⇒ Update human's han [B3 ,B7 ,B10, G6, G7, G12, O3, O5, O8, O10]

Scenario 4a2, 8b, 10a: Player 1 plays ONE SET for more than 30 points

Player 1 can play 1 meld on its first turn

Turn: **1**

Current player: **Player 1**

Status: **ICE_BROKEN**

Tile drawn:

Table: **[R6, R7, R8, R9]**

Deck : **48** tiles

Human: [B3, B7, B10, G6, G7, G12, O3, O5, O8, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B11, B12, G2, G11, O3, O4, O4, O11]

Player 2: [R2, R2, R3, R4, B1, B9, G6, G7, G8, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Player 1 plays **[B11, G11, O11]**

⇒ Updated Table **[R6, R7, R8, R9] [B11, G11, O11]**

⇒ Updated Player 1's hand **[R3, R6, R9, B2, B5, B6, B12, G2, O3, O4, O4]**

Scenario 4b1, 8c: Player 2 plays several RUNs for 30 points

Turn: **2**

Current player: **Player 2**

Status: **ICE_BROKEN**

Tile drawn:

Table : **[R6, R7, R8, R9] [B11, G11, O11]**

Deck : **48** tiles

Human: [B3, B7, B10, G6, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, R2, R3, R4, B1, B9, G6, G7, G8, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Player 2 plays **[R2, R3, R4] [G6, G7, G8]**

⇒ Updated table **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]**

⇒ Updated Player 2's hand **[R2, B1, B9, O3, O5, O7, O9, O13]**

Scenario 4b2, 8d, 11a: Player 3 plays several SETs of more than 30 points

Turn: **3**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]**

Deck : **48** tiles

Human: [B3, B7, B10, G6, G7, G12, O3, O5, O8, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B12, G2, O3, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Player 3 plays **[R12, G12, O12] [R8, B8, G8]**

⇒ Updated table **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8][R12, G12, O12] [R8, B8, G8]**

⇒ Updated Player 3's hand **[B1, B4, B5, G2, G4, G5, O1, O2]**

Test Case 2: DONE

Scenario 4c, 8e: Human wins on first turn with a mix of RUN and SET (new game)

Turn: **0**

Current player: **Human**

Status: **ICE_BROKEN**

Tile drawn :

Deck : **48** tiles

Table:

Human: [R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, B11, G11, O11]

Player 1: [R3, R6, R9, B1, B2, B5, B6, B11, B12, B13, G11, O2, O4, O4, O11]

Player 2: [R1, R7, B1, B9, G2, G3, G11, O3, O5, O7, O8, O9]

Player 3: [R8, R12, B4, B5, B6, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Human plays **[R1, R2, R3, R4, R5, R6, R7, R8, R9, R1] [R11, B11, G11, O11]**

Test case 3: to test 9 c, d, e, f,g - DONE

Scenario 9g : play a meld that requires reorganization from several melds of the table

Turn: **8**

Current player: **Human**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4] [B4, B5, B6, B7] [G4, G5, G6, G7]**

Deck : **40** tiles

Human: [R1, R7, R8, R13, B1, B10, G4, G7, G11, O1, O2, O4, O11]

Player 1:[R3, R7, R9, B1, B3, B8, B11, B12, G11, G13, O1, O4, O8]

Player 2: [R2, R4, R5, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]

Player 3: [R5, R8, R11, R13, B2, B3, G2, G9, G10, O2, O5, O8, O10]

- ⇒ Human plays **[O4]**
- ⇒ Updated table: **[R1, R2, R3][B5, B6, B7] [G5, G6, G7][R4, B4, G4, O4]**
- ⇒ Updated Human hand **[R1, R7, R8, R13, B5, B10, G4, G7, G11, O1, O2, O11]**

Scenario 9f: Several tiles to add to several melds on the table

Turn: **9**

Current player: **Player 1**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3][B5, B6, B7] [G5, G6, G7][R4, B4, G4, O4]**

Deck : **40** tiles

Human: [R1, R7, R8, R13, B1, B10, G4, G7, G11, O1, O2, O11]

Player 1: [R3, R7, R9, B1, B4, B8, B11, B12, G11, G13, O1, O8]

Player 2: [R2, R4, R5, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]

Player 3: [R5, R8, R11, R13, B2, B3, G2, G9, G10, O2, O5, O8, O10]

- ⇒ Player 1 plays **[B8] [B4]**
- ⇒ Updated table: **[R1, R2, R3][B5, B6, B7, B8] [G5, G6, G7][B4, G4, O4] [O4, R4, B4]**
- ⇒ Updated Player 1's hand **[R3, R7, R9, B1, B3, B11, B12, G11, G13, O1, O8]**

Scenario 9c: Several tiles to add to a run on the table

Turn: **10**

Current player: **Player 2**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3][B5, B6, B7, B8] [G5, G6, G7][R4, B4, G4, O4]**

Deck : **40** tiles

Human: [R1, R7, R8, R13, B1, B10, G4, G7, G11, O1, O2, O11]

Player 1: [R3, R7, R9, B1, B3, B11, B12, G11, G13, O1, O8]

Player 2: [R2, R4, R5, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]

Player 3: [R5, R8, R11, R13, B2, B3, G2, G9, G10, O2, O5, O8, O10]

- ⇒ Player 2 plays **[R4] [R5]**
- ⇒ Updated table: **[R1, R2, R3, R4, R5][B5, B6, B7, B8] [G5, G6, G7][R4, B4, G4, O4]**
- ⇒ Updated Player 2's hand **[R2, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]**

Scenario 9e: A meld that uses a card from an existing RUN on the table

Turn: **11**

Current player: **Player 3**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5][B5, B6, B7, B8] [G5, G6, G7][R4, B4, G4, O4]**

Deck : **40** tiles

Human: [R1, R7, R8, R13, B1, B10, G4, G7, G11, O1, O2, O11]

Player 1: [R3, R7, R9, B1, B3, B11, B12, G11, G13, O1, O8]

Player 2: [R2, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]

Player 3: [R5, R8, R11, R13, B2, B3, G2, G9, G10, O2, O5, O8, O10]

- ⇒ Player 3 plays **[R8] [O8]**
- ⇒ Updated table: **[R1, R2, R3, R4, R5][B5, B6, B7] [G5, G6, G7][R4, B4, G4, O4] [R8, B8, O8]**
- ⇒ Updated Player 3's hand :**[R5, R11, R13, B2, B3, G2, G9, G10, O2, O5, O10]**

Scenario 9d: A meld that uses a card from an existing SET on the table

Turn: **12**

Current player: **Human**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5][B5, B6, B7] [G5, G6, G7][R4, B4, G4, O4] [R8, B8, O8**

Deck : **40** tiles

Human: [R1, R7, R8, R13, B1, B10, G4, G7, G11, O1, O2, O11]

Player 1: [R3, R7, R9, B1, B3, B11, B12, G11, G13, O1, O8]

Player 2: [R2, R12, B2, B7, B10, G1, G6, G10, G12, O3, O11]

Player 3: [R5, R11, R13, B2, B3, G2, G9, G10, O2, O4, O10]

- ⇒ Player Human plays **[B1] [O1]**
- ⇒ Updated table: **[R1, R2, R3, R4, R5][B5, B6, B7] [G5, G6, G7][R4, B4, G4, O4] [R8, B8, O8] [R1, B1, O1]**
- ⇒ Updated Human's hand : **[R1, R7, R8, R13, B10, G4, G7, G11, O2, O11]**

Test case 4: to test 9a, 9b

Scenario 9a: A tile to add to a RUN on the table

Turn: **8**

Current player: **Human**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5] [R8, B8, O8]**

Deck : **44** tiles

Human: [R1, R6, R11, B2, B10, B10, G3, G13, G13, O6, O7, O8, O10]

Player 1: [R3, R7, R9, B1, B3, B11, B12, G1, G2, G7, G8, O1, O9, O13]

Player 2: [R2, R9, R12, B2, B7, B10, G1, G3, G6, G10, G12, O3, O5, O9]

Player 3: [R4, R5, R6, R7, R11, R13, B6, B13, G2, G9, G10, O2, O4, O10]

- ⇒ Player Human plays **[R6]**
- ⇒ Updated table: **[R1, R2, R3, R4, R5, R6] [R8, B8, O8]**

⇒ Updated Human's hand: **[R1, R11, B2, B10, B10, G3, G13, G113, O6, O7, O8, O10]**

Scenario 9b: A tile to add to a SET on the table

Turn: **8**

Current player: **Player1**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5, R6] [R8, B8, O8]**

Deck : **44** tiles

Human: [R1, R11, B2, B10, B10, G3, G13, G113, O6, O7, O8, O10]

Player 1: [R3, R7, R9, B1, B3, B11, B12, G1, G2, G7, G8, O1, O9, O13]

Player 2: [R2, R9, R12, B2, B7, B10, G1, G3, G6, G10, G12, O3, O5, O9]

Player 3: [R4, R5, R6, R7, R11, R13, B6, B13, G2, G9, G10, O2, O4, O10]

⇒ Player 1 plays **[G8] [B1, G1, O1] [R3] [R7] [R9]**

⇒ Updated table: **[R1, R2, R3] [R3, R4, R5, R6] [R7, R8 ,R9] [B8, G8, O8] [B1, G1, O1]**

⇒ Updated Player 1's hand: **[B3, B12, G2, G7, O9, O13]**

Test case 5: to test part 10b

Turn: **1**

Current player: **Player 1**

Status: **ICE_BROKEN**

Tile drawn:

Table: **[R6, R7, R8, R9]**

Deck : **48** tiles

Human: [B3 ,B7 ,B10, G6, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, R9, B4, B5, B6, B11, B12, G2, G11, O2, O4, O4, O11]

Player 2: [R2, R2, R3, R4, B1, B9, G6, G7, G8, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B8, B13, G1, G4, G5, G8, G12, O1, O2, O12]

Player 1 plays **[B11, G11, O11] [B4, B5, B6]**

Updated Table **[R6, R7, R8, R9] [B11, G11, O11] [B4, B5, B6]**

Updated Player 1's hand **[R3, R6, R9, B12, G2, O2, O4, O4]**

Test case 6: to test part 10c

Turn: **9**

Current player: **Player 1**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5][B5, B6, B7]**

Deck : **39** tiles

Human: [R1, R7, R8, B1, B5, B10, G4, G7, G11, O1, O2, O3, O11]

Player 1: [R2, R7, R9, B1, B3, B11, B12, G11, G13, O1, O8, O11]

Player 2: [R2, R12, B2, B7, B10, G1, G6, G10, G12, O3]

Player 3: [R5, R11, R13, B2, B3, G2, G9, G10, O2, O4, O10]

⇒ Player 1 plays **[B11, G11, O11]**

⇒ Updated table: **[R1, R2, R3, R4, R5][B5, B6, B7] [B11, G11, O11]**

⇒ Updated Player 1's hand : **[R3, R7, R9, B1, B3, B12, G13, O1, O8]**

Test case 7: to test part 10d

Turn: **9**

Current player: **Player 1**

Status: **START**

Tile drawn :

Table: **[R1, R2, R3, R4, R5][B5, B6, B7]**

Deck : **39** tiles

Human: [R1, R7, R8, B1, B5, B10, G4, G7, G11, O1, O2, O3, O11]

Player 1: [R3, R7, R9, B1, B8, B11, B12, G11, G13, O1, O8, O11]

Player 2: [R2, R12, B2, B7, B10, G1, G6, G10, G12, O3]

Player 3: [R5, R11, R13, B2, B3, G2, G9, G10, O2, O4, O10]

⇒ Player 1 plays **[R3] [B8] [B11, G11, O11]**

- ⇒ Updated table: **[B11, G11, O11] [R1, R2, R3] [R3, R4, R5] [B5, B6, B7, B8]**
- ⇒ Updated Player 1's hand : **[R7, R9, B1, B12, G13, O1, O8]**

Test case 8: to test part 11b, 13a, 14b, 17b

Turn: **3**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn : R12

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]**

Deck : **47** tiles

Human: [B3 ,B7 ,B10, G6, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O9, O13]

Player 3: [R8, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]

- ⇒ Player 3 plays
- ⇒ Updated table **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]**
- ⇒ Updated Player 3's hand **[R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]**

Turn: **4**

Current player: **Human**

Status: **START**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]**

Deck : **47** tiles

Human: [B3 ,B7 ,B10, G6, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]

- ⇒ Player Human plays **[B7, G7, O7]**

- ⇒ Updated table [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7]
- ⇒ Updated Human's hand [B3, B10, G6, G12, O3, O5, O10]

Turn: 5

Current player: **Player 1**

Status: **START**

Tile drawn : R1

Table : [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8]

Deck : **46** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R3, R6, R9, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]

- ⇒ Player 1 plays
- ⇒ Updated table [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7]
- ⇒ Updated Player 1's hand [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Turn: 6

Current player: **Player 2**

Status: **START**

Tile drawn : B10

Table : [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7]

Deck : **45** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]

- ⇒ Player 2 plays
- ⇒ Updated table [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7]
- ⇒ Updated Player 2's hand [R2, B1, B9, B10, O3, O5, O7, O9, O13]

Turn: **7**

Current player: **Player 3**

Status: **ICE BREAKING**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7]**

Deck : **46** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, B10, O3, O5, O7, O9, O13]

Player 3: [R8, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O10, O12]

⇒ Player 3 plays **[R8, B8, G8]**

⇒ Updated table **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [G6, G7, G8] [B7, G7, O7] [R8, B8, G8]**

⇒ Updated Player 3's hand **[R12, B1, B4, B5, G1, G4, G5, G12, O1, O2, O10, O12]**

Test case 8-13b: to test part 13b

Turn: **2**

Current player: **Player 3**

Status: **START**

Tile drawn :

Table : **[B2, G2, O2][B11, G11, O11][R2, R3, R4][G6, G7, G8]**

Deck : **30** tiles

Human: [R6, R7, R8, R9, B2, B3, B7, B10, G6, G7, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, R9, B5, B6, B12, O4, O4]

Player 2: [R2, B1, B9, O3, O5, O7, O9, O13]

Player 3: [R5, R12, B1, B4, B5, B8, G1, G4, G5, G8, G12, O1, O2, O12]

⇒ Player 3 plays **[R5, B5, G5][R12, G12, O12][B1, G1, O1]**

⇒ Updated table **[B2, G2, O2][B11, G11, O11][R2, R3, R4][G6, G7, G8][R5, B5, G5][R12, G12, O12][B1, G1, O1]**

⇒ **Explain:** Player 3 see that player 1 and 2 have less than 3 tiles ---> play everything he has

Test case 9: to test part 12a

Turn: **30**

Current player: **Player 3**

Status: **START**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4]**

Deck : **30** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, B10, O3, O5, O7, O9, O13]

Player 3: [G6, G7, G8]

⇒ Player 3 plays **[G6, G7, G8]**

⇒ Updated table **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [B7, G7, O7] [R8, B8, G8][G6, G7, G8]**

Test case 10: to test part 12b

Turn: **30**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [B7, G7, O7]**

Deck : **30** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R2, B1, B9, B10, O3, O5, O7, O9, O13]

Player 3: [R10, R11]

⇒ Player 3 plays **[R10, R11]**

⇒ Updated table [R6, R7, R8, R9, R10] [B11, G11, R11, O11] [R2, R3, R4] [B7, G7, O7] [R8, B8, G8][G6, G7, G8]

Test case 11: to test part 16a

Turn: **30**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn :

Table : [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [B7, G7, O7]

Deck : **30** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [[G6, G7, G8]

Player 3: [R2, B1, B9, B10, O3, O5, O7, O9, O13]

⇒ Player 2 plays [G6, G7, G8] and wins

Test case 12: to test part 16b

Turn: **30**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn :

Table : [R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [B7, G7, O7]

Deck : **30** tiles

Human: [B3, B10, G6, G12, O3, O5, O10]

Player 1: [R1, R3, R6, R9, B2, B5, B6, B12, G2, O2, O4, O4]

Player 2: [R10, R11]

Player 3: [R2, B1, B9, B10, O3, O5, O7, O9, O13]

⇒ Player 2 plays [R10, R11] and wins

Test case 13: to test part 14a

Turn: **30**

Current player: **Player 3**

Status: **ICE_BROKEN**

Tile drawn :

Table : **[R6, R7, R8, R9] [B11, G11, O11] [R2, R3, R4] [B7, G7, O7]**

Deck : **30** tiles

Human: [R6, R7, B3 ,B7 ,B10, G6, G7, G12, O3, O5, O7, O10]

Player 1: [R3, R6, B2, B5, B6, B11, B12, G2 G11, O2, O4, O4, O11]

Player 2: [R2, R2, R3, R4, B1, B9, G6, G7, O3, O5, O7, O9, O13]

Player 3: [R5, B1, B4, B8, G1, G4, G5, G8, O2, O4]

⇒ Player 3 plays [R5]

⇒ Updated table **[R6, R7, R8, R9, R10] [B11, G11, R11, O11] [R2, R3, R4] [B7, G7, O7] [R8, B8, G8][G6, G7, G8]**

⇒

Test case 14: Not enough time ---> see TestCase14.json → for 15b

Test case 15: for 17a

Test case 16: for 17b

Test case 17: For Strat 4