Acceptance Testing for Game

The code below represents the **acceptance testing** done for the game itself. The tiles are randomly generated and the AI is playing a game against itself. This final testing served the purpose of making sure the game was functionable and that they were no bugs leading to disqualification or forfeit during the tournament.

```
int main() {

    Game* g = new Game();
    string fileName = "C:\\Users\\aleca\\Desktop\\GameTiles.txt";
    g->readTilesFromFile(fileName);
    Player* p1 = g->getPlayer1();
    Player* p2 = g->getPlayer2();
    Board* b = g->getBoard();
    queue<Tile*> * tileQueue = g->getQueueOfTiles();
    vector<Tile*> tileVect;
    while (!tileQueue->empty()) {
        tileVect.push_back(tileQueue->front());
        tileQueue->pop();
    }
    random_shuffle(tileVect.begin(), tileVect.end());
    for (int i = 0; i < tileVect.size(); i++) {
        tileQueue->push(tileVect[i]);
    }
    Tile* firstTile = new Tile("TLTJ-");
    firstTile->setPosition(0, 0);
    b->addTile(firstTile);
    cout << "Game begins, starting tile placed:" << endl << endl;
    firstTile->print();
    cout << endl << endl << endl << endl;

    Tile* currentTile;
    Player* currentPlayer;
    for (int i = 1; !tileQueue->empty(); i++) {
        if (i % 2 == 1) {
            currentPlayer = p1;
        }
        else {
            currentPlayer = p2;
        }
        currentTile = tileQueue->front();
        currentPlayer->setCurrentTile(currentTile);
        tileQueue->pop();
        currentPlayer->makeSmarterMove();
        currentPlayer->getTigersBack();
        cout << "Player " << currentPlayer->getPlayerNumber() << " has " << currentPlayer->getNumberOfTigers() << " tigers and " << currentPlayer->getNumberOfCrocodiles() << " crocodiles left." << endl;
        if (currentPlayer == p1) {
            currentPlayer = p2;
        }
        else {
            currentPlayer = p1;
        }
        currentPlayer->setCurrentTile(currentTile);
        currentPlayer->getTigersBack();
        cout << "Player " << currentPlayer->getPlayerNumber() << " has " << currentPlayer->getNumberOfTigers() << " tigers and " << currentPlayer->getNumberOfCrocodiles() << " crocodiles left." << endl << endl;
        cout << endl << endl << endl << endl;
    }
        return 0;
}
```