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1. List of the Unit-tests
   1. Adeel: "PlayerController"
      1. setusColor()-tests if the "setusColor()" method sets the US color of a player object correctly.
      2. getUSColor()-tests if the "getUScolor()" method retrieves the US color of a player object correctly.
      3. getFontS()-tests if the "getFontS()" method retrieves the font size of a player object correctly.
      4. setFontS()-tests if the "setFontS()" method sets the font size of a player object correctly.
      5. changeColor()-tests if the "changeColor()" method changes the color of a player object correctly.
      6. fontC()-tests if the "fontC()" method sets the font size of a player object correctly.
   2. Tom: “Map”
      1. "changeMulti()" - tests if the "changeMulti()" method changes the value of a variable correctly.
      2. "extend()" - tests if the "extend()" method returns a specific value correctly.
      3. "save()" - tests if the "save()" method returns a boolean value correctly.
      4. "setMax()" - tests if the "setMax()" method sets a maximum value correctly.
      5. "setSelect()" - tests if the "setSelect()" method sets a specific value correctly.
      6. "undoNode()" - tests if the "undoNode()" method undoes the previous action correctly.
   3. Jason: “Card”
      1. "setUp()" - sets up a new "Card" object with some initial values to be used in the tests.
      2. "testGetQuestion()" - tests if the "getQuestion()" method returns the expected question value from the "Card" object.
      3. "testSetQuestion()" - tests if the "setQuestion()" method sets a new question value correctly for the "Card" object.
      4. "testGetAnswer()" - tests if the "getAnswer()" method returns the expected answer value from the "Card" object.
      5. "testSetAnswer()" - tests if the "setAnswer()" method sets a new answer value correctly for the "Card" object.
      6. "testGetColor()" - tests if the "getColor()" method returns the expected color value from the "Card" object.
      7. "testSetColor()" - tests if the "setColor()" method sets a new color value correctly for the "Card" object.
      8. "testGetTextColor()" - tests if the "getTextColor()" method returns the expected text color value from the "Card" object.
      9. "testSetTextColor()" - tests if the "setTextColor()" method sets a new text color value correctly for the "Card" object.
   4. Daehwan: “Deck”
      1. setUp(): executed before each test and initializes a new instance of the Deck class with the title "Test Deck".
      2. isEmpty():tests whether a new instance of Deck class is empty after initialization and if a card is added and removed from the deck.
      3. cardsSize(): tests if a new instance of Deck class is empty after initialization and if a card is added to the deck, it checks if the size of the deck is equal to 1.
      4. containsCard():checks whether a new instance of Deck class contains a card that has been added to the deck.
      5. getTitleOfDeck():tests whether the getTitleOfDeck() function of the Deck class returns the correct title for the deck.
      6. setTitle():tests whether the setTitle() function of the Deck class sets the title of the deck to the specified value.
      7. testToString(): tests whether the toString() function of the Deck class returns the correct string representation of the deck, including the deck's title and all cards in the deck.