# Manual Test Plan

## Things to Test:

**Adding a player to the game.**

The terminal provides a prompt asking the number of players in the game, followed by each of their names on a separate line. Check that this processed correctly by noticing whether the players’ turns (before any reverse is played in the game) follow the same order as the order in which their names were inputted.

**When a player plays the wrong card or plays out of turn.**

Check that “Penalty +1” is printed out on the command-line. This reflects one of the special rules included in this implementation of Uno.

**When any player reaches Uno.**

Check that the system prints out the details of the single card held by the player who is about to win. This reflects the other special rules included in this implementation of Uno.

**Stacking**

Check that when one player plays a Draw Two, the player who was supposed to receive it can legitimately play a Draw Two above that card to avoid picking up cards. Also, check that the receiving player cannot play a Draw Two on top of a Draw Four. Illegal move and that “Penalty +1” should be output in that case.