# Manual Test Plan

## Things to Test:

This is what the application should look like when it is first run.

Graphical user interface, text, application, email

Description automatically generated

A new window like this (below) should open up after player name ‘YAsh’ is typed in the textbox and the AI checkbox is not selected.

Graphical user interface, application

Description automatically generated

When a new player is created with the AI checkbox being checked, no new window should open up.

Graphical user interface, text, application, email

Description automatically generated

When the player attempts to get cards dealt to them before the GameMaster starts the game, they should not receive their cards and should instead see an error like this in the terminal.

Graphical user interface, application

Description automatically generated

After the Game Master initializes the game, the Game State should change to “On”, and there should be a card displayed that represents the starting card for the game.

Graphical user interface, text, application, Word

Description automatically generated

But when YAsh requests to be dealt cards after the GameMaster has started the game, they should receive their cards successfully like this.

Then when they click any card name, it represents attempting to play that card out of their hand. If the attempt is successful (move is accepted by the GameMaster), that clicked card will stop appearing in YAsh’s window.

Graphical user interface, table

Description automatically generated

## Additional 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.