3110 Final Project Test Plan

What is included in our OUnit test suite:
- Testing for the 2 main functions in Card.ml, 'compare' and 'string_of_card'
    - Used black box testing
- Testing for functions in Hand.ml, 'add', 'string_of_hand', 'check_straight_flush', 'hand_eval'
    - Used black box testing
- Testing for functions in Player.ml, 'new_user', 'none_player', 'new_bot', 'subtract_chips', 'add_chips', 'fold'
    - Used black box testing

What parts of the system were manually tested:
- Functions in game.ml
    - These functions are related to continuing the flow of the game and printing to the terminal: 'player_bet', 'fold_player', 'print_game', 'deal_flop', 'deal_turn', and 'deal_river'
    - These were all manually tested as it made more sense to test these through running the game as opposed to trying to set up correct test cases with OUnit

This testing approach demonstrates the correctness of our system through an extensive test suite which tests almost all the functions integral to our games functionality. Those which were not tested but that were still integral to our program were tested manually through running the program and ensuring that all information was processed correctly, as well as displaying the correct information and following the rules of poker.