

Testing grid	What it should do?	What it does do.	Can it be improved upon?
The game is set up inside the basic state, with all basic functions working.	The game should work in a functioning state where the board is populated and can be used by a player till the end of the game.	The game works in a functioning state and does appear to have no issues with basic functions, from populating the board to updating the board with new cards.	Add in a hint function that's callable by the user, so that they may see if there's any valid moves or none.
Ensure that game takes two legal combinations of cards to be removed and replaced by new cards from the deck.	The game shouldn't accept anything bar 2 legal combinations of cards, if this is not the case, then the game rules would be broken.	The game notices non-legal combinations, and Legal combinations as well as replacing old cards with new cards.	Add a score function to this so that people have more incentive to continue in the game.
The game's failure and win functions both work and can inform the user whether they have failed or succeeded	The game's failure and win conditions should work to where when a user fails, they should be informed and the game should be over / if they win and they should be informed, and the game should be over.	The program works well here, informing the person whether they've won or lost, as well as ending the program and stopping updating the board.	Improve by adding a quit function for someone to leave the game.
Anything other than a card is noticed and doesn't break the program.	The game should not be affected by anything bar card number or cards like J T K Q. Otherwise if it's an unexpected variable it needs to be able to flag it and continue the game.	The program notices any variables that aren't meant to be there and sends an end of game signal.	Add in a Demonstration mode which allows the user to view a game of elevens