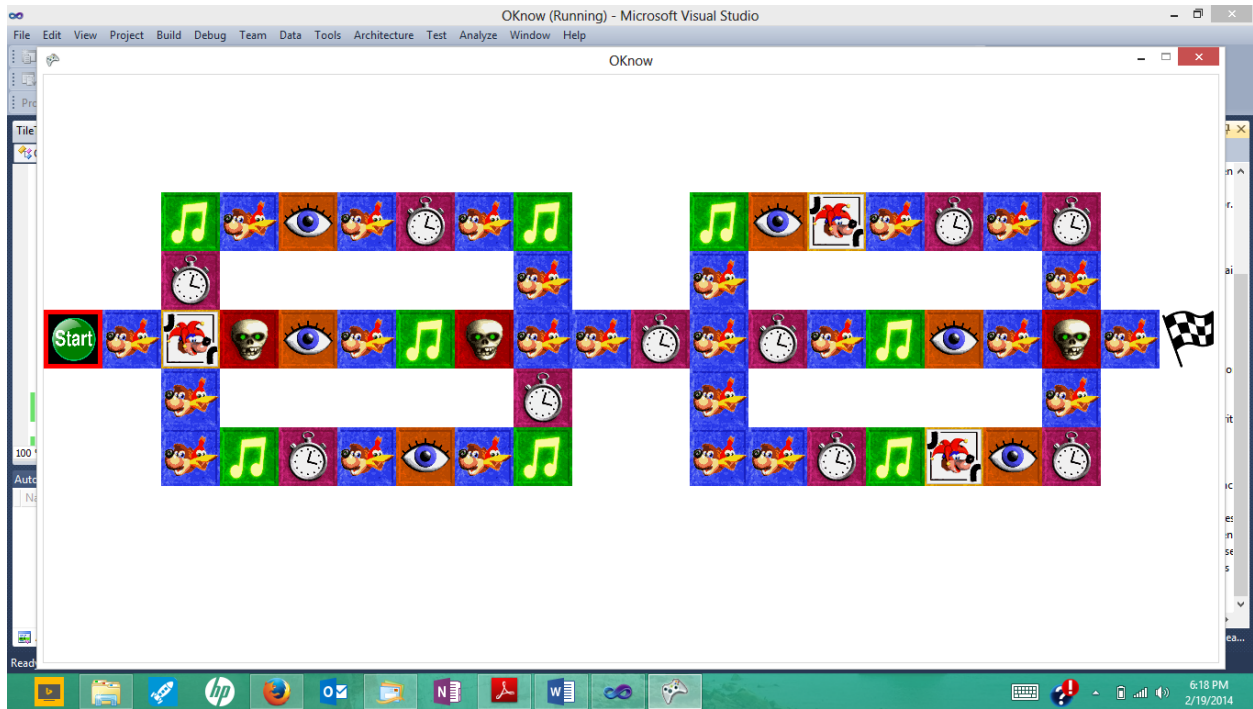# User Story 1: See the Board

Test: Check if you can see the correct tiles on the screen in the correct location.

Expected: The tiles should look like the following image.

Actual Steps: Run the project in Visual Studio, look at the game screen, and see if the tiles match up with the image above. If so, this manual test is complete. Otherwise, this is a failure.