

## What is GoFish?

The goal is to win the most books on any card. A book is any four of a kind, such as four fours, four Queens, four jacks, etc.

The winner is declared when either player has gotten a 4 of a kind / a book.

## Our project and its Content:

Our game focuses on the essence of the project and it is finished. The player gets 5 cards and so does the computer. The winner is whoever had the most matching cards rather than who gets a four of a kind.

We decided to update it as such to make the game a bit more interesting to the user and easier to play.

## Testing case table

Requirement	Use Case	Test Method (ClassName.methodName)	Status (Date)
Player can draw a card from the deck	"Regular Play"	TestPlayGame.testDrawCard()	Pass (June 26, 2018)
Test win correctly	"Won" / $\geq 4$	testWinGood	pass
Test win case but the user hasn't won yet	"Loss" / $< 4$	testWinBad	Pass

Test win case exactly at 4 cards	4	testWinBoundary	pass