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| Number | Description | Functional/Non-functional | Testing Input | Testing Expected Output | PASS |
|---|---|---|---|---|---|
| 1 | Connect to the server | Functional | User enter IP, port, and username then presses connect | Server tells the player they have successfully connected | Pass |
| 2 | Draw a card from the deck | Functional | Player clicks the deck | Server randomly returns a Card and adds it to the player's hand | Pass |
| 3 | Play a card from a player hand | Functional | Player clicks the card they want to play | Server notifies the other player of what card was played and adds it to the stack | Pass |
| 4 | UNO button ends the game and declares a winner | Functional | Player clicks UNO; only available when they have one card | Server ends the game and declares a winner | Pass |
| 5 | Leave the game via End Game button or just leaving the GUI | Functional | Player clicks End Game or quits the GUI | Server ends the game and declares a winner | Pass |
| 6 | Be able to see the other players | Functional | Client notifies the server when a player changes the deck or their hand | Server updates the other player on what has changed | Pass |
| 7 | Special cards function properly | Functional | Player clicks a special card (+4, skip, +2, turn around) | Card triggers the correct function | Pass |
| 8 | Maybe sound effects? | Functional | The player plays a card, picks up a card, presses UNO | A sound plays | Pass |
| 9 | Server updates the game within 10 seconds | Non-functional | Any action by the client is made | The server reflects that change with a pop-up or by looking at the other player's GUI within 10 seconds | Pass |
| 10 | Maybe animate the cards on the GUI | Functional | The player draws/plays a card | The card slides smoothly onto/out of the deck | Pass |