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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	Fail
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	Fail
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	Fail
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	Fail