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| Test Case | Procedure | Expected Results |
| Player 1 beats player 2 | Player 1 Card:  KA  Player 2 Card:  2D | Player 1 wins, and both cards are added to the end of his deck. |
| Player 2 beats Player 1 | Player 1 Card:  7S  Player 2 Card:  AS | Player 2 wins, and both cards are added to the end of his deck. |
| Player 1 runs out of cards to play. | It is the end of the round, and Player 1 has run out of cards to draw. | Player 2 wins the match, and the game ends. |
| Player 2 runs out of cards to play. | It is the end of the round, and Player 2 has run out of cards to draw. | Player 1 wins the match, and the game ends. |
| The user enters any key besides “Q” at the end of the round | User enters in “awdwad” or “A” | The next round will begin |
| The user quits the game. | The user enters “Q” at the end of the round | The game will thank the user for playing and end the game. |
| Player 1 and Player 2 both a draw | Player 1 Card:  AS  Player 2 Card:  AC | The game will display that a tie has happened and that a war has begun |
| Player 1 wins the war | Player 1 Card: AS + 3 Facedown + kD  Player 2 Card:  AC + 3 Facedown + 5S | Player 1 has won the war all the cards are added to player 1’s deck. |
| Player 2 wins the war | Player 1 Card:  AS + 3 Facedown + 2H  Player 2 Card:  AC + 3 Facedown + 3S | Player 2 has won the war all the cards are added to player 2’s deck. |
| There is a tie between the players during a war | Player 1 Card:  10C + 3 Facedown + JD  Player 2 Card  10H + 3 Facedown + JH | The game will display that the war is a draw and that another war will begin. |
| Player 1 wins the 2nd war | Player 1 Card:  10C + 3 Facedown + JD + 3 Facedown + QH  Player 2 Card  10H + 3 Facedown + JC + 3 Facedown + JC | Player 1 wins, and gets all the cards used in the war from the previous deck. |
| Player 2 wins the 2nd war | Player 1 Card:  QS + 3 Facedown + 5S + 3 Facedown + KH  Player 2 Card:  QC + 3 Facedown + 5H + 3 Facedown + AH | Player 2 wins the war and gets all cards used in the war from the previous deck. |
| There is a tie for the nth war | Player 1 Card:  … + 3 Facedown + Tie  Player 2 Card:  … + 3 Facedown + Tie | Another war will commence |
| Player 1 wins the nth war | Player 1 Card:  … + 3 Facedown + AH  Player 2 Card:  … + 3 Facedown + JC | Player 1 wins the war and gets all the cards from the war |
| Player 2 wins the nth war | Player 1 Card:  … + 3 Facedown + 2H  Player 2 Card:  … + 3 Facedown + KH | Player 2 wins the war and gets all the cards from the war |
| Player 1 doesn’t have enough cards for war | Player 1 doesn’t have enough cards for a war. | Player 2 automatically wins. |
| Player 2 doesn’t have enough cards for war | Player 2 doesn’t have enough cards for war | Player 1 automatically wins |
| Both players run out of cards for war | Both players run out of cards | A stalemate occurs |