

x	Category	Setup conditions	Specific test case	Expected result
captureStones	Valid input	Pit 4 has 1 stone and pit 5 has 0. Rest of the board has 4 stones	captureStones(5)	5. Pit 5 and 8 are empty
	Invalid input (pit does not exist)		captureStones(13)	PitNotFoundException
distributeStones	Valid input	Initial board conditions	distributeStones(1)	4. Pits 2 to 5 have 5 stones
	Stone is put in store		distributeStones(3)	4. Pits 4 to 6 have 5 stones and player 1's store has 1
	Invalid input (pit does not exist)		distributeStones(0)	PitNotFoundException
	Zero stones	Pit 1 has no stones	distributeStones(1)	0. Pit 2 still has 4 stones
	Stones are captured	Pit 4 has 1 stone and pit 5 has 0. Rest of the board has 4 stones	distributeStones(4)	5.
	Skipping other player's store	Pit 6 has 8 stones	distributeStones(6)	8. Player 1's store has 1, pits 6 to 11 have 5, player 2's store has 0, and pit 1 has 5
getNumStones	Valid input	Pit 1 has 2 stones	getNumStones(1)	2.
	Invalid input (pit does not exist)	Initial board conditions	getNumStones(0)	PitNotFoundException
isSideEmpty	Valid input (true)	Pits 1 to 6 are empty	isSideEmpty(3)	True.

	Valid input (false)	Initial board conditions	isSideEmpty(3)	True.
	Invalid input (pit does not exist)		isSideEmpty(13)	PitNotFoundException
resetBoard	Reset board	Initial board conditions	resetBoard()	Player 1 and player 2 still own their stores. All pits have 4 stones and all stores have 0
registerPlayers	Register players	New players are created (newP1 and newP2)	registerPlayers(newP1, newP2)	newP1 owns the first store and newP2 owns the second. The first store's owner is newP1 and the second store's owner is newP2