Testing a few components together, do they work in unison?

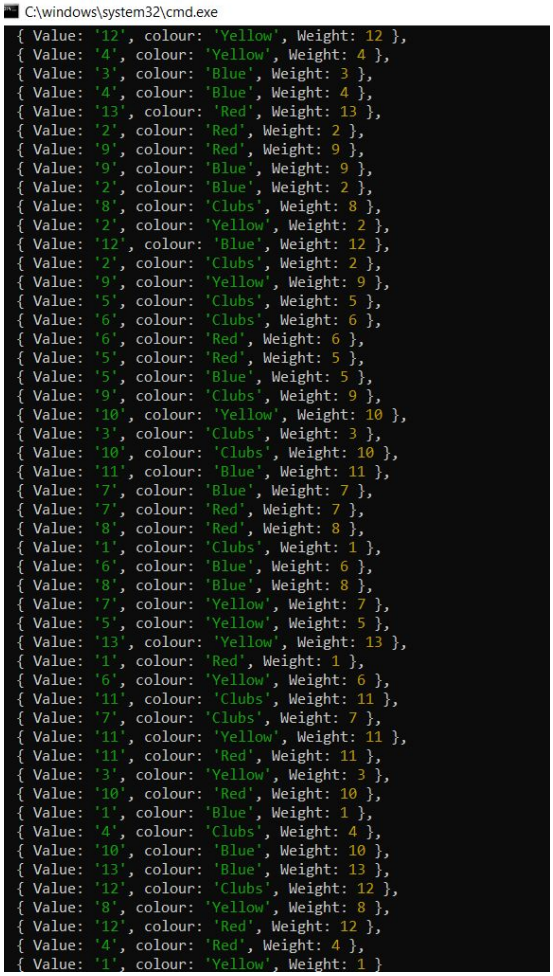
Does the game Work all together?
-The test is simple the game as to launch on a server and be playable from start to finish

The only variable that can be set is the amount of players 2 in this case.

The final result of this test should be that the first person to rid themselves of all their cards will be declared winner.

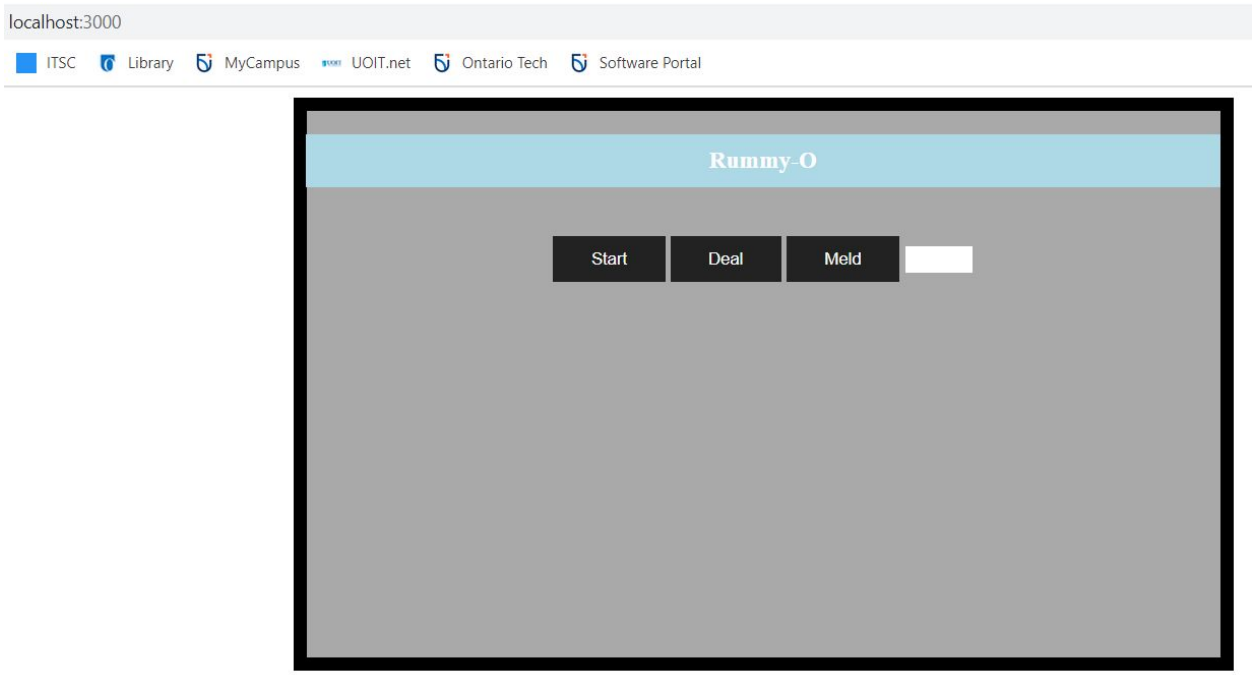
The game has failed this test as it has most of the functioning parts however it is missing a main method to drive all the other functions

Can the game use the shuffle function to shuffle a deck created in a separate function?
-to test this no variables have to be created all that is needed is to run the 2 functions and watch the output
-the result should be a shuffled list



Success!

Does the code run properly on a server?
-the code works fine directly off html but does it also work
- to test this all the files have to be launched by node js
-the favored result is that the html is fully formatted in css on a local port



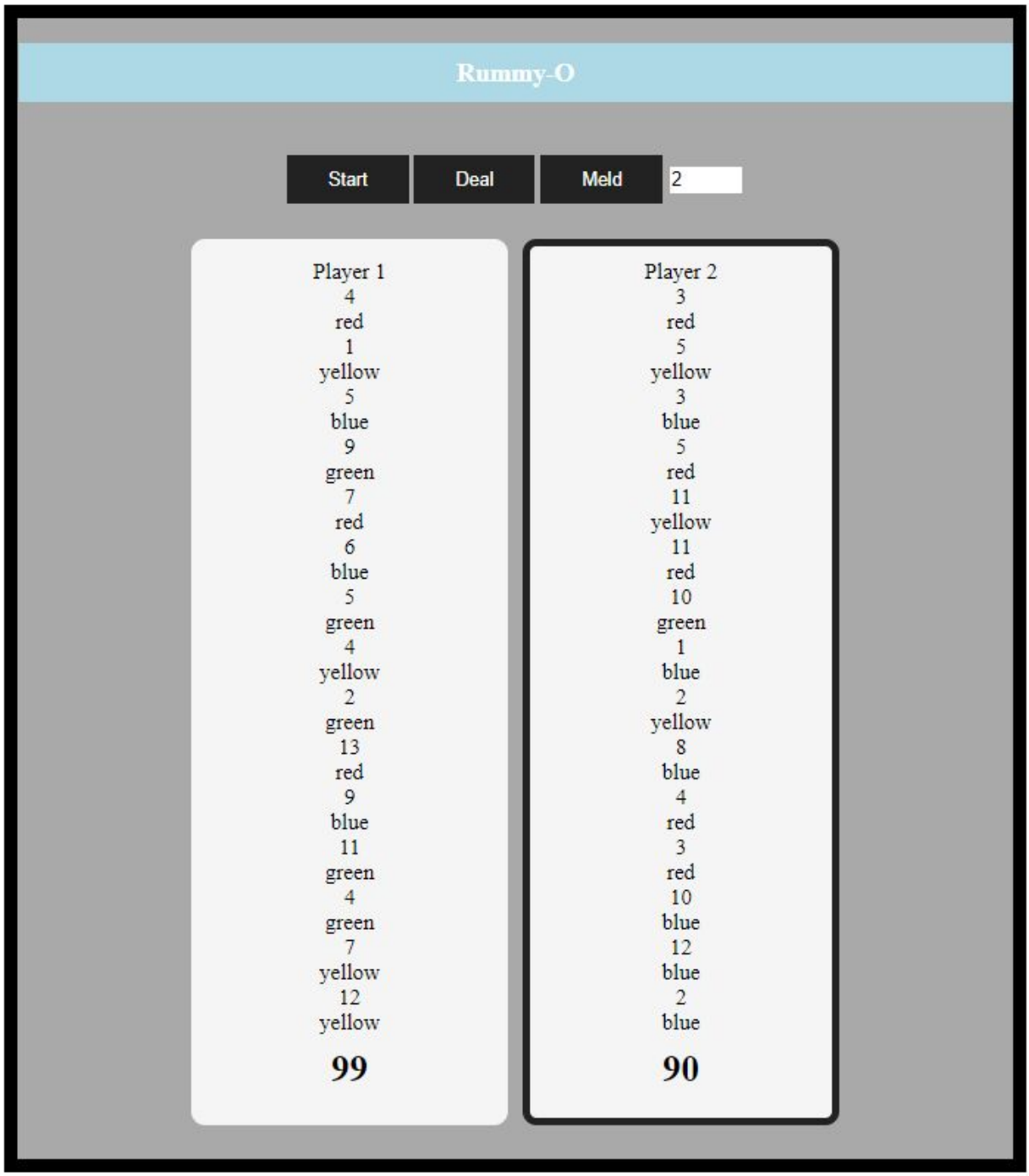
All the files are working together

Does the game start properly?
-there is a whole function dedicated to starting the game by calling many other functions
These are the functions that need to work together for the code to run

```
createDeck();
shuffle();
createPlayers(num);
createPlayersUI();
dealHands(1);
document.getElementById('player_' + currentPlayer).classList.add('active');
check()
```

The only variable that needs to be defined is the amount of players in the game for this test let us use 2 players

The preferred output is 2 players that received their starting hand displayed on screen



The code runs with the preferred results. This means that all those functions work seamlessly together

Due to high modularity the code is very cohesive with a very small amount of coupling. Most functions can be and are reused to save time and make the debugging so much easier.