Test Plan

Introduction:

The game is an art dealer game where we will run the main class that contains demo. The two players are given the deck of the cards to choose from. The player 1 has to display one card for all the first round selection and player 2 will do the same thing for the card selection Then the game will check for the player whose card value is higher in the round then it displays results. This process is repeated for all the four rounds where the player wins the maximum number of rounds that are more declared as the winner in the display.

The integration of all the cards from the Grades of K-2 will run promptly according to the standards of the execution of each principles that can be made available to the object with all necessary changes that can be developed enough to encapsulate using the java eclipse. It is important to know which members of the game are getting higher values as per the requirement. There might be a reflection in the process where in each and every method is created with all classes that can be integrated with the highest number of the cards. The intellectual issues that can make the process more successful is through the development of each process to enhance the software’s.

How we can get the results:

Card Game

Player Options

1. Start Game

2. Exit Game

Please provide your option : 1

Provide the Number of Players( should be greater than 1 and less than 4) :

2

Game Started.....

1. display Cards available

2. Stop Game

Chance for Player...1

Please provide your option : 1

1 2 3 4 Select your card number :

1

Card Selected -> CARD [cdNumber=TWO, cdType=DIAMOND]

1. display Cards available

2. Stop Game

Chance for Player...2

Please provide your option : 1

1 2 3 4 Select your card number :

1

Card Selected -> CARD [cdNumber=ACE, cdType=SPADE]

Player 1 Score -> 0

Player 2 Score -> 1

1. display Cards available

2. Stop Game

Chance for Player...1

Please provide your option : 1

1 2 3 Select your card number :

2

Card Selected -> CARD [cdNumber=SEVEN, cdType=DIAMOND]

1. display Cards available

2. Stop Game

Chance for Player...2

Please provide your option : 1

1 2 3 Select your card number :

2

Card Selected -> CARD [cdNumber=NINE, cdType=SPADE]

Player 1 Score -> 0

Player 2 Score -> 2

1. display Cards available

2. Stop Game

Chance for Player...1

Please provide your option : 1

1 2 Select your card number :

1

Card Selected -> CARD [cdNumber=KING, cdType=HEARTS]

1. display Cards available

2. Stop Game

Chance for Player...2

Please provide your option : 1

1 2 Select your card number :

2

Card Selected -> CARD [cdNumber=TEN, cdType=SPADE]

Player 1 Score -> 1

Player 2 Score -> 2

1. display Cards available

2. Stop Game

Chance for Player...1

Please provide your option : 1

1 Select your card number :

1

Card Selected -> CARD [cdNumber=TWO, cdType=SPADE]

1. display Cards available

2. Stop Game

Chance for Player...2

Please provide your option : 1

1 Select your card number :

1

Card Selected -> CARD [cdNumber=TEN, cdType=DIAMOND]

Player 1 Score -> 1

Player 2 Score -> 3

And the winner is :

Player -> 2

Card Game

Select User Options

1. Start Game

2. Exit Game

Please provide your option : 2

We have done the testing on the code to check the application is working as per the requirement.