

Test Type	Nature of test	Example
<b>When opening the program, a greeting window should come up.</b>	Check that the menu is correctly displayed.	Click a button to start
<b>Check that the cards are correctly hidden or shown</b>	the cards are correctly hidden or shown	The user can see his cards and the cards played but not others' cards.
<b>Check that the score board works</b>	Winner gets correct points added.	Win a game and the score board add 1 point to my side. Lose a game and the score board add 1 point to the winner's side. Continuously win the second game add 2 points on mu side.
<b>Check the procedure of the game is correct</b>	The rules must be obeyed	When in the opposite side's turn, the "chi" button should not appear.
<b>Check the program's winning algorithm</b>	When a player wins, the game stops.	When I have a hand of cards forming the correct winning style, the program stops.
<b>Check the intelligence of AI</b>	AI can win sometimes	User plays normally, the AI can win at least once.
<b>Check the GUI is a good reflection of the real world</b>	The GUI should give the user a feeling of playing in the real world	The main color should be green, the cards should be placed in rows.