1. Game Initialization:
   * Check if the game starts without errors.(yes)
   * Verify if the game window opens with the correct dimensions.(yes)
   * Ensure the game board is displayed correctly.(yes)
   * Confirm if the colors of the chips and the board are correct.( yes)
2. User Interactions:
   * Test mouse interactions:
     + Click on different columns to place chips.( yes)
     + Verify if the chips are placed correctly on the board.( yes)
     + Ensure chips are stacked correctly within a column.( yes)
     + Test mouse movements to ensure they are accurately detected.( no)
     + Verify if the mouse cursor moves correctly over the board.( yes)
3. Game Progression:
   * Test various game scenarios:
     + Confirm if the game correctly detects horizontal, vertical, or diagonal victories.(yes)
     + Test multiple chip configurations for each type of victory.(yes)
     + Verify if the game correctly detects a draw.( yes)
     + Fill the board without either player winning to test this functionality.( yes)
     + Ensure the game ends correctly when one of the players wins or when there's a draw.( yes)
4. Game Limits:
   * Test the limits of the board:
     + Place chips at the edge of the board and verify if the game handles these cases correctly.(yes)
     + Confirm if the game correctly detects a full column and prevents players from placing a chip in that column.(yes)
5. Special Features:
   * Test the timing feature after the end of the game:
     + Verify if the game remains displayed for a certain time after the end of the game.( yes)
     + Confirm if the game allows players to start a new game after the end of the previous one.( Yes)
   * Test the game's responses to incorrect or invalid user inputs:
     + Click outside the board to verify if the game ignores these clicks.
     + Click on non-interactive areas to verify if the game also ignores these clicks. yes
6. Performance:
   * Test the responsiveness of the game:
     + Place a large number of chips on the board to verify if the game remains smooth. (yes)