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.(yes)
     + 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 , due to a delay before closing)
     + 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.
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, in theory, since it depends on the computer's capabilities and Pygame management, but nothing in the code should cause significant performance issues. )