Iteration 1 Test Plan

R - “Red”, O - ”Orange”, B - “Blue”, G - “Green”

Numbers represent the value

New Game 1:

Human player has tiles: R1 R2 R3 R4 011 012 013 014 G6 G7 G8 G9 G10 G11

AI player 1 has tiles: R12 R13 R17 B2 B4 B5 O9 O12 O13 G5 G6 G11 G13 G14

AI Player 2 has tiles: R1 R5 B1 B2 B3 B6 B7 O2 O4 O5 O7 O8 G1 G2

AI Player 3 has tiles: R9 R11 R12 B10 B11 B13 B14 O3 O4 O5 O6 G4 G5 G7

(Requirement 1 met for displaying tiles --at line 46 of GameTestPlan.java JUnit test file)

(Requirement 1 met for displaying in order of color and by ascending value --at line 54 of GameTestPlan.java JUnit test file)

Human Player’s turn (Requirement 2, human plays first --at line 60 of GameTestPlan.java JUnit test file)

Human plays their meld: O11 O12 O13 O14 (Requirement 4a2 --at line 82 of GameTestPlan.java JUnit test file)

Human plays their melds: G6, G7, G8, G9, G10, G11 and R1 R2 R3 R4

(Requirement 8c --at line 83 of GameTestPlan.java)

Human player has 0 Tiles and thus wins!

(Requirement 4c --at line 98 of GameTestPlan.java)

New Game 2:

Human Player’s Tiles: …...........

AI Player 1’s Tiles: ..............

AI2 Player 2’s Tiles: …..............

AI3 Player 3’s Tiles: .................

Human Player’s turn: Human gets dealt a tile (Requirement 6, tile gets dealt --at line 120 of GameTestPlan.java)

Human has Tile.....

(Requirement6, displaying the person playing and display tile, --at line 118 and 119 respectively)

AI Player 1’s turn: AI1 gets dealt a tile (Requirement 2, p1 plays second --at line 123 of GameTestPlan.java)

AI1 has Tile......

AI Player 2’s turn: AI2 gets dealt a tile (Requirement 2, p2 plays third --at line 133 of GameTestPlan.java)

AI2 has Tile......

AI Player 3’s turn: AI3 gets dealt a tile (Requirement 2, p3 plays last --at line 143 of GameTestPlan.java)

AI3 has Tile......

New Game 3:

Human Player’s Tiles: …...........

AI Player 1’s Tiles: .............. B9 B10 B11

AI Player 2’s Tiles: …..............

AI Player 3’s Tiles: .................

Human Player’s Turn: Human gets dealt a tile

AI Player 1’s Turn: AI1 plays its initial meld B9 B10 B11 (Requirement 10a --at line 182 of GameTestPlan.java)

New Game 5:

Human Player’s Tiles: …..........

AI Player 1’s Tiles: …..........B9 B10 B12

AI Player 2’s Tiles: …............

AI Player 3’s Tiles: …............

Human Player’s Turn: Human gets dealt a tile

AI Player 1’s Turn: AI1 gets dealt a tile, dealt Tile B11

AI Player 2’s Turn: AI2 gets dealt a tile

AI Player 3’s Turn: AI3 gets dealt a tile

Human Player’s Turn: Human gets dealt a tile

AI Player 1’s Turn: AI1 places meld B9 B10 B11 B12 on the board (Requirement 10c --at line 285 of GameTestPlan.java)

New Game 6:

Human Player’s Tiles: …..........B5, G5, R5, B4, B5, B6

AI Player 1’s Tiles: …...........

AI Player 2’s Tiles: …...........

AI Player 3’s Tiles: ..............

Human Player’s Turn: Human plays melds B5, G5, R5 and B4, B5, B6 (Requirement 4b1 --line 314 of GameTestPlan.java)

AI Player 1’s Turn:…....

AI Player 2’s Turn:…....

AI Player 3’s Turn:........

New Game 7:

Human Player’s Tiles: …..........G6, G7, G8, R7, R8, R9

AI Player 1’s Tiles: …...........

AI Player 2’s Tiles: …...........

AI Player 3’s Tiles: ..............

Human Player’s Turn: Human plays melds G6, G7, G8 and R7, R8, R9 (Requirement 4b2 --line 337 of GamTestPlan.java)