3.1 AI Joining a game Integration test

To test adding an AI player the display should be set to the lobby view while HanabiController has an established connection to a mock server. Initially only one player is currently in the game (the game creator) and the game-id is set to 123, the nsid is set to “abc123”, and the token is set to “game”. Currently the number of player slots is set to five and the current number of players joined is one which is all detailed in 2.3 of the design document. A simulated click of the ‘Add Computer’ button should create an AI player in the controller and send a message to the mock server indicating that an AI player is to join the game with id of 123, nsid of “abc123”, and token of “game”. The Mock server should receive this message and add the AI player to the game with the info described above. The server should then send back a message indicating that the player was added, which should properly update the current number of players in the game, as described in 2.4 of the design document, to two. The view should then display this change by showing that the AI player has joined the game.