

## End to end tests:

### Create Table:

- Malformed Input
- Connection Error (can't connect)
- Game Can't Be Made
- Can't Delete Existant
- + Well Formed Input
- + Can Be Made → AutoJoin

### Play Card:

- + Was Legal → Score Up
- + Was Legal → New Card Dealt
- + Was Legal → Card Played
- + Wasn't Legal → Discards
- + Wasn't Legal → Fuse Removed
- + Wasn't Legal → New Card Dealt
- + Wasn't Legal → Turn Ends
- + Wasn't Legal → Decrement Card Pile

- Null Case → Nothing Happens

### Hint: + Hint Given

- No Tokens → Not Avail

### Discard: + Discard

- Full Tokens → Not Avail

### View Discards

- Not Drawn Properly → Correct Order
- Not Drawn Properly → Correct Graphics
- Not Drawn Properly → Cards Exist

### Personal Notes:

- Not Drawn Properly
- Broken Button

### Start AI:

- AI Won't Start
- AI Won't Play

### End AI:

- AI Won't Stop

### Exit:

- Can't Leave
- + Can Leave → Main Menu

### Join Table:

- Malformed Input
- Connection Error
- Game Doesn't Exist
- Game Is Full
- + Well Formed Input
- + Is Not Full
- + Exists

### AI:

- { Join Table }
- { Play Game }