

Test1:

Files: test1.in, test1.args

Tests:

- Standard gameplay over multiple rounds
- Deck command
- Ragequit command

Test2:

Files: test2.in, test2.args

Tests:

- Full CPU gameplay
- Round ends
- Winner declaration

Test3:

Files: test3.in, test3.args

Tests:

- Human gameplay
- invalid input (bonus)
- Ragequit command

Test4:

Files: test4.in, test4.args

Tests:

- Attempt to make invalid play
- Discard attempt when there is a legal play
- quit function