# Unit Test Case Procedure for GameWindow

**Purpose:**

1. Verify the user can click on a card and buttons in the GameWindow

**Procedure:**

Follow the steps indicated in the Test Data section.

**Test Data:**

| Action | Expected Output |
|---|---|
| *1.* Open a terminal window and navigate into the test directory for GameWindow | No change in the window |
| *2.* type in: bash runUnitTest.sh or runUnitTest.sh | The GUI's start screen will appear. |
| *2.* Click on the start button | The GUI's start screen will disappear and the main window will appear. There will be 12 cards and four buttons on the side. |
| *3.* Click on each card once. | No change in the window |
| *4.* Click on the hint button | No change in the window |
| *5.* Click on the pause button | No change in the window |
| *6.* Click on the three more button | No change in the window |
| *7.* Click on the explain? button | No change in the window |
| *7.* Select File -> Exit | The window closes. |