

ResetBoard

Category	Specific Test Case	Expected Result
Board Reset	Reset the board to its initial state	All pits on the board should contain 4 stones each

moveStones

Category	Specific Test Case	Expected Result
Stone movement	Move stones from a specific pit	The correct number of stones is moved, the starting pit is empty, and the store's stone count increases accordingly

testCaptureStonesWithoutCapture

Category	Specific Test Case	Expected Result
Capture Stones	Attempt to capture stones when no capture should occur	No stones are captured

isSideEmpty

Category	Specific Test Case	Expected Result
Side Emptiness	Check if one side of the board is empty	Method returns true if the side is empty

testRegisterPlayers

Category	Specific Test Case	Expected Result
Player assignment	Registering 2 players to their stores	Player One ("Maham") is assigned to store 1, Player Two ("Tariq") is assigned to store 0. Each player's store correctly references the assigned store.

getNumStonesTest

Category	Specific Test Case	Expected Result
Stone Count	Get the number of stones in each pit initially	Each pit contains the correct initial number of stones
Stone Removal	Get the number of stones after some are removed	The pit from which stones were removed should have the correct new count

Invalid Pit Index	Get the number of stones with an invalid pit index	An IndexOutOfBoundsException is thrown
-------------------	--	--

testdistributeStones

Category	Specific Test Case	Expected Result
Stone distribution	Distributing stones from pit 0	Starting pit 0 is empty after distribution, and the number of stones added during distribution matches the number initially in pit 0. The board reflects the correct distribution of stones.

testCaptureStonesFromEmptyPit

Category	Specific Test Case	Expected Result
Capture Stones	Attempt to capture stones from an empty pit (pit 5)	No stones are captured. The empty pit (pit 5) remains empty and the opposite pit (pit 6) remains unchanged with the initial 4 stones.