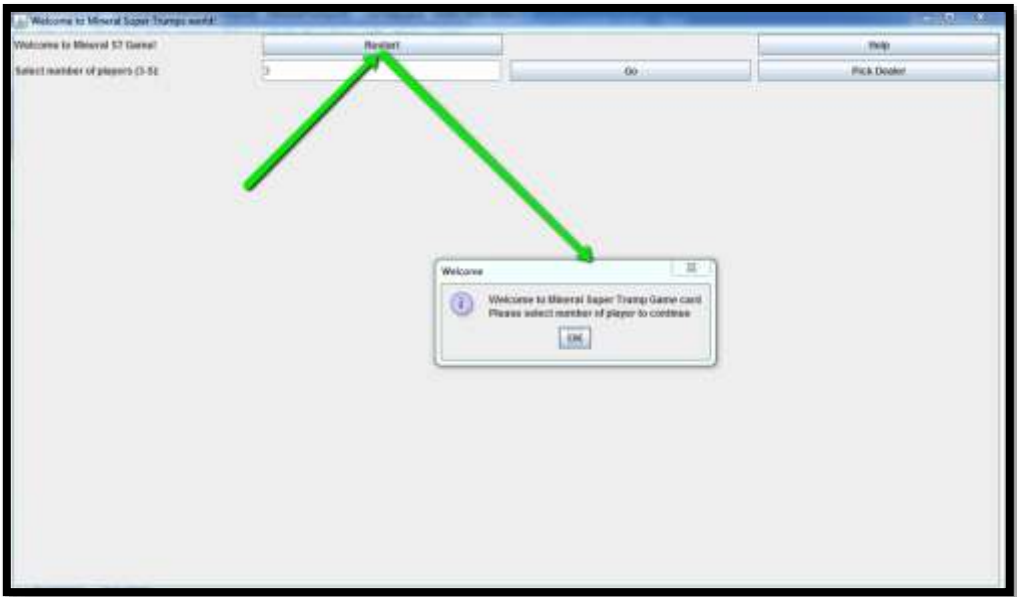
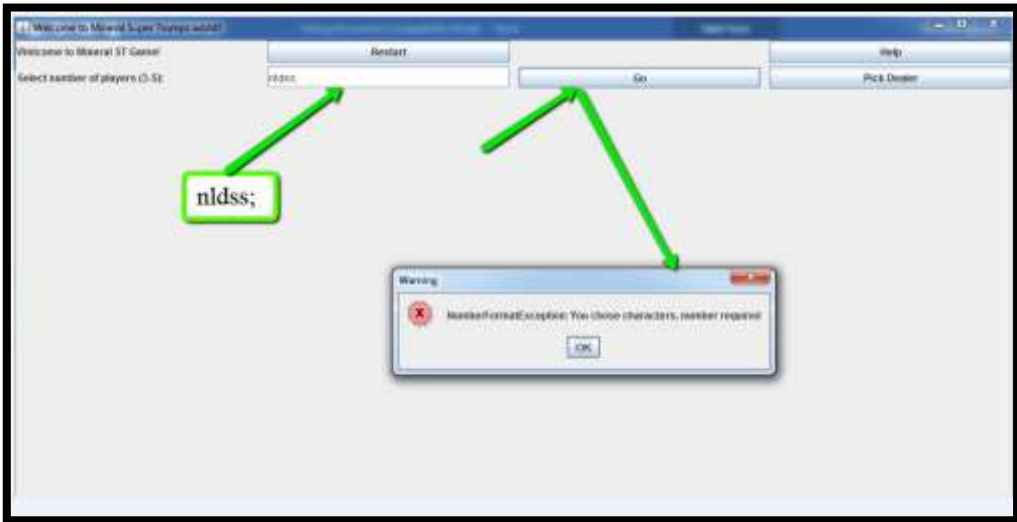
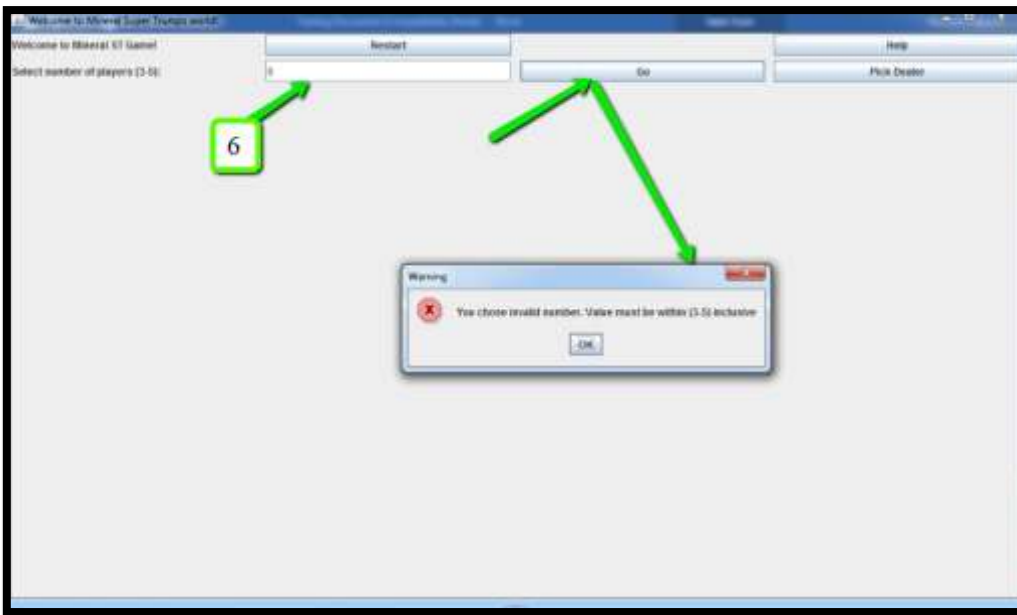
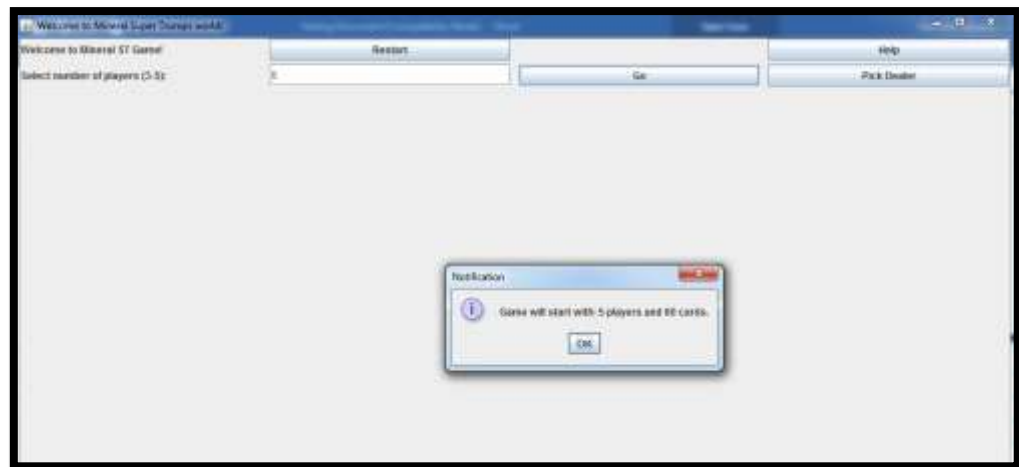
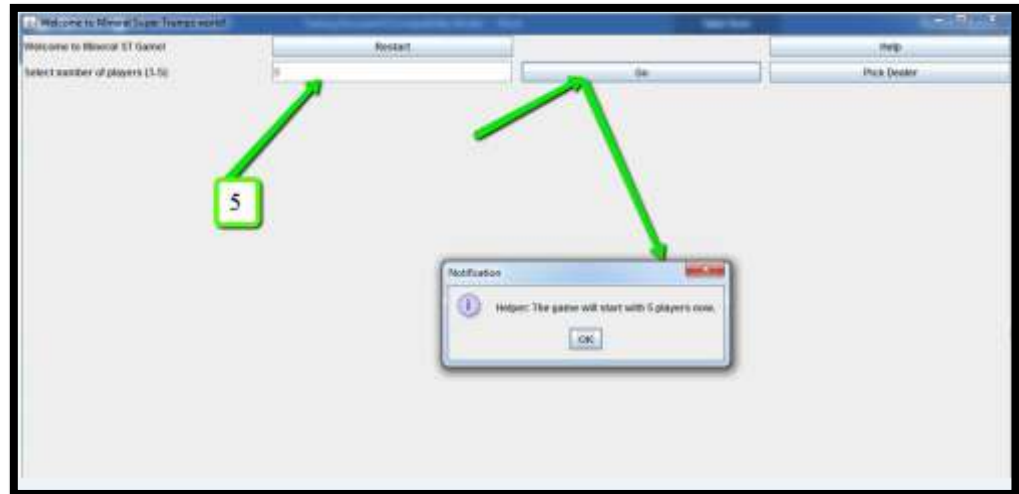
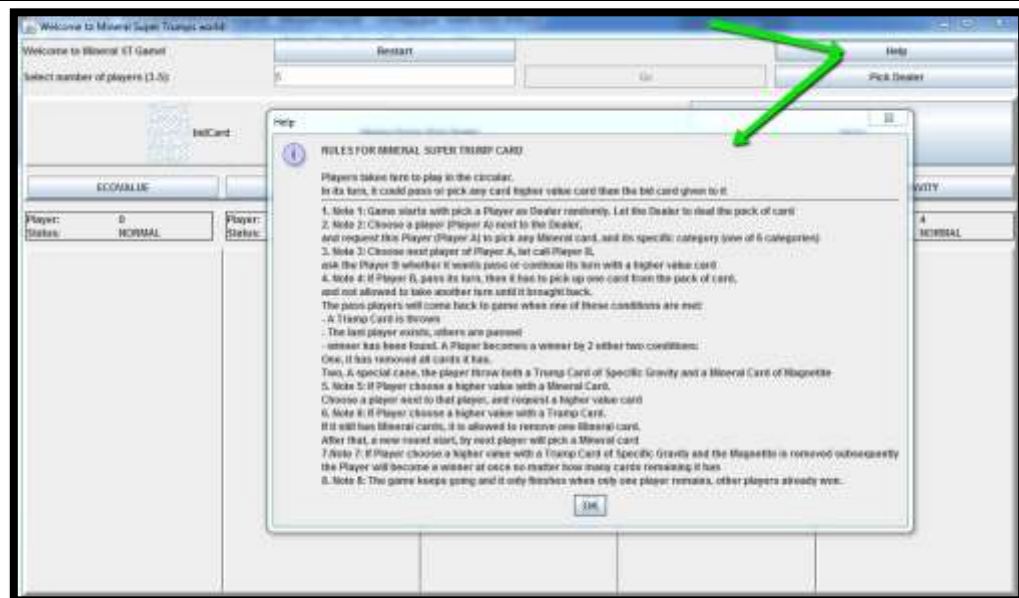


Test	Screenshoot
1. Restart Button	
2. Validation for number of Player Eg: Letter	
3. Validation for number (3-5)	

3. Choose valid number eg: 5
 ⇒ Pop up notify user about their selection
 ⇒ Render structure of game play
 ⇒ Go button disable after finishing its job. Only enable when Restart button is pressed



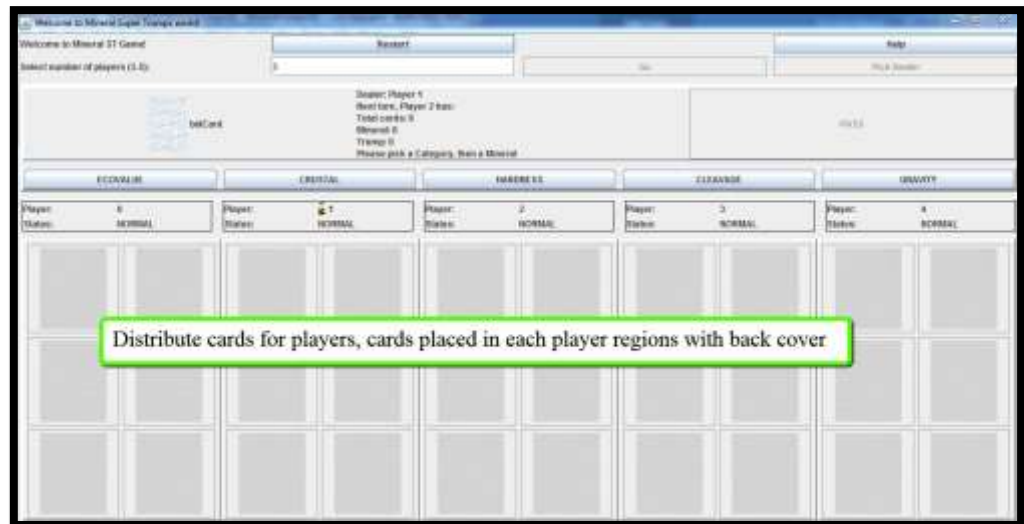
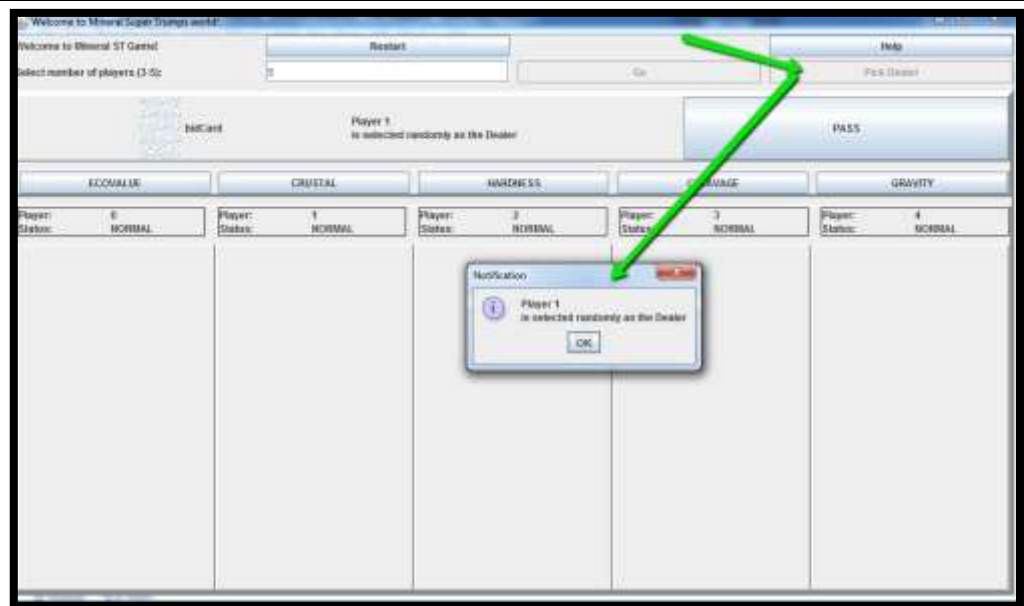
4. Help button



5. When not click Pick Dealer yet,

All button Pass, 5 button Categories haven't got any effects

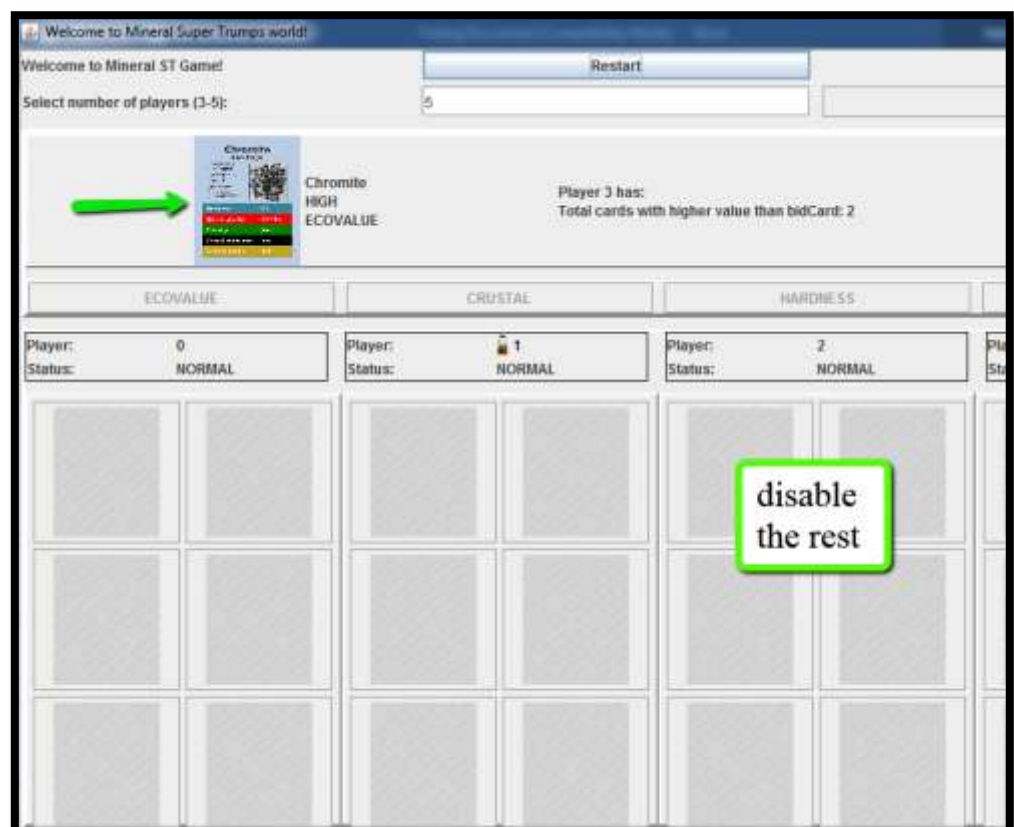
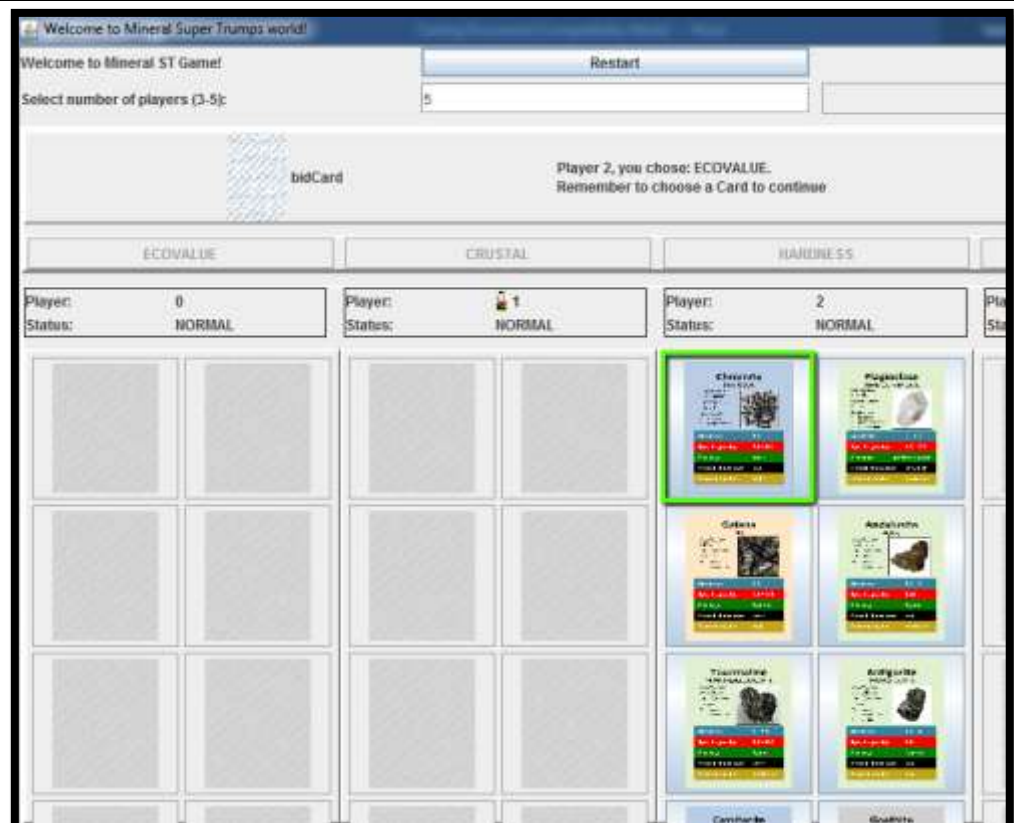
6. Click button
Pick Dealer
⇒ Notify user the
randomly
picked dealer
⇒ Button Pick
Dealer disable
when
finishing it
task
⇒ Distributing
cards for each
player, place
in each region
with back
cover



7. Button
Categories disable
after using

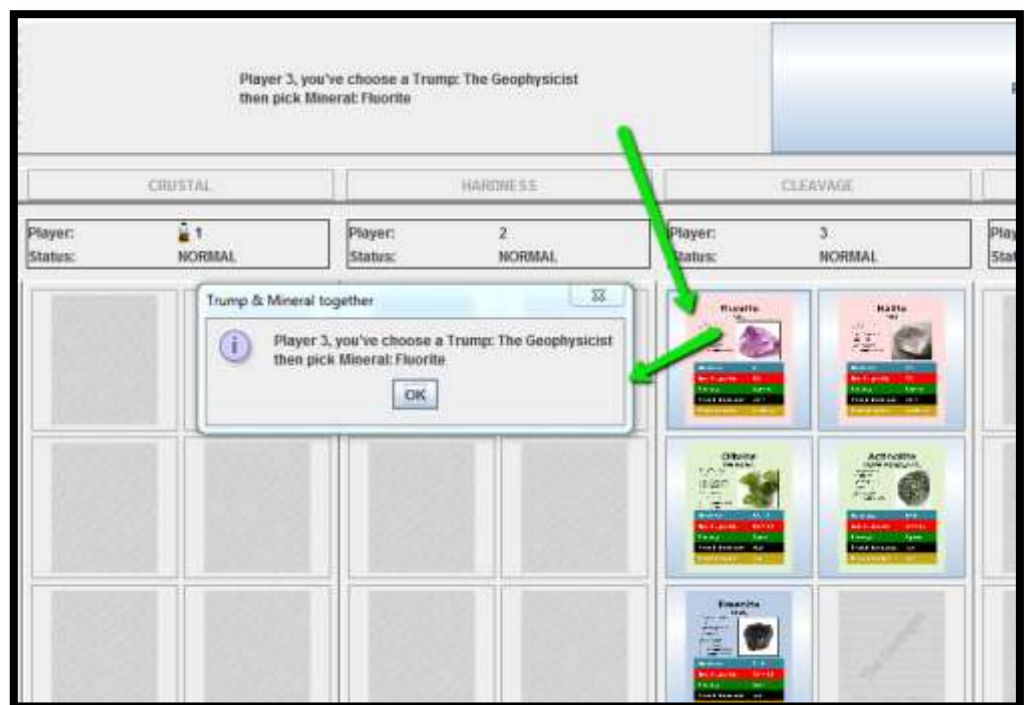
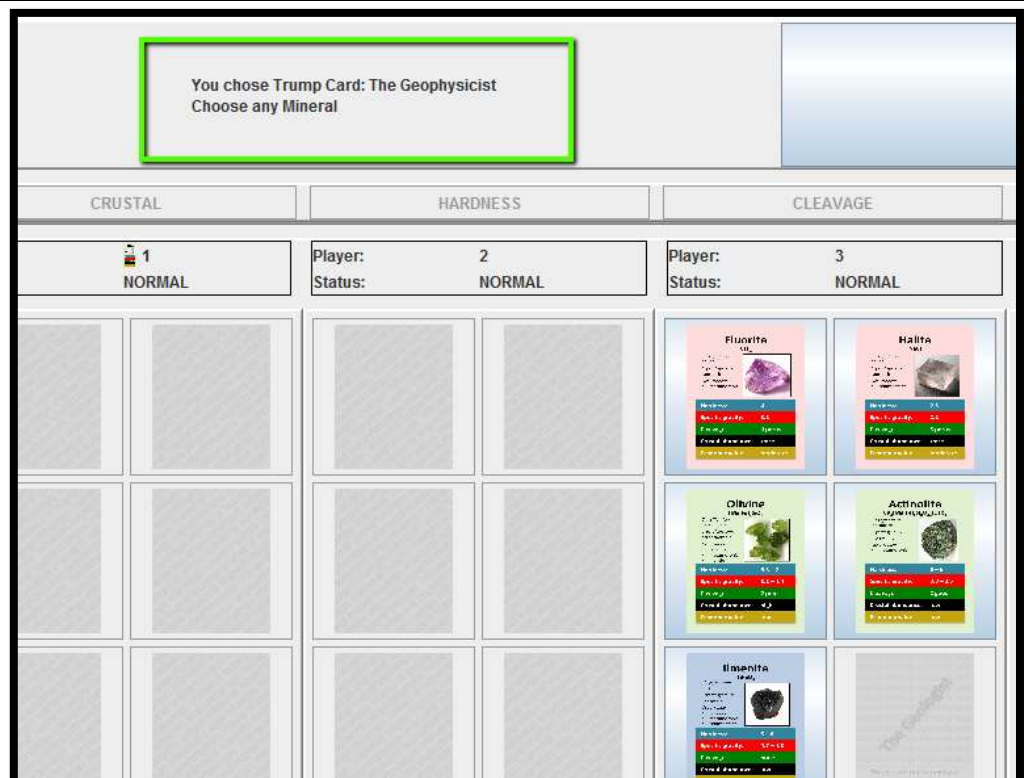


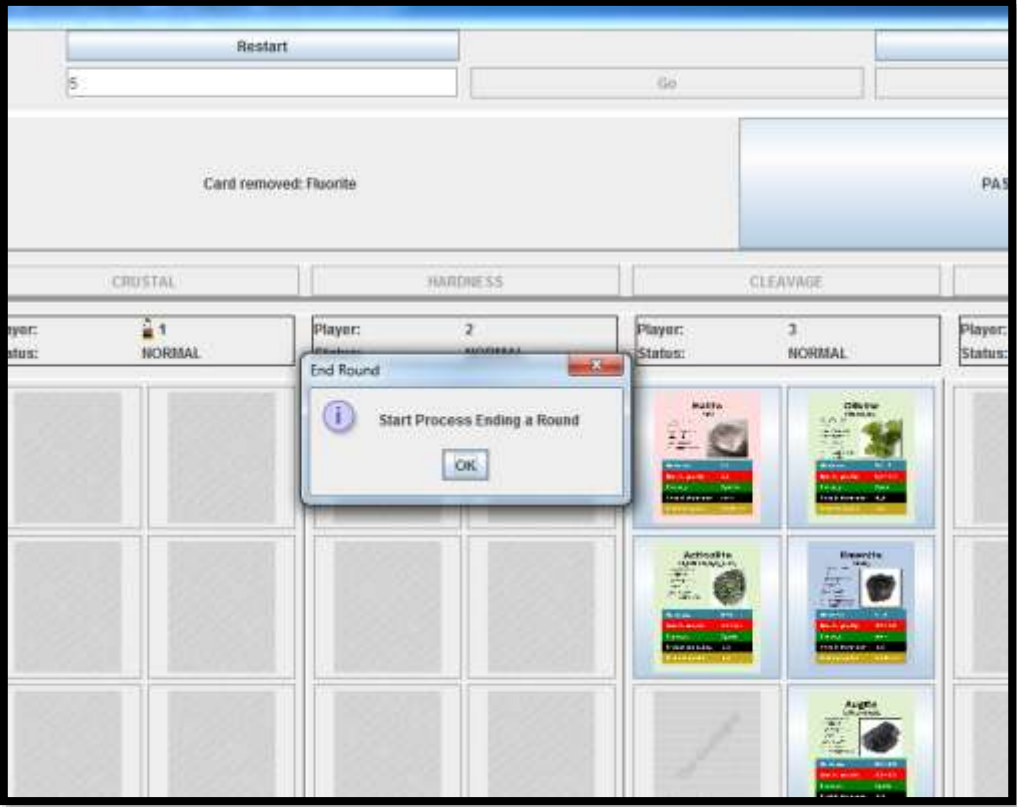
8. Click a card
 ⇒ Card moved from canvas
 ⇒ Card moved to bidCard region
 ⇒ The remaining card of that player will be disable



9. Test Trump Card is thrown
 ⇒ Trump Card removed from list, canvas

- ⇒ Allow to choose any mineral card to give out
- ⇒ Then end round



	
10. Test brought Pass Player back	Refer to Design document, working software
11. Test End Round	Refer to Design document, working software
12. Test End Round	Refer to Design document, working software