Test Manual Script

In the UnoGame class, there were few methods which we could not run test on these are :

1. Public static Boolean makeMove (int cardPlay)

This method takes in a parameter from the player, which card to play. The system checks whether it is a valid choice or not then allows the player to play the card and it adds to the pile of cards

1. Public static Boolean drawOneCard()

This method do not take any parameter, it just calls the drawCards method of the UnoPlayer class and the makes the decision upon checking whether it is viable action or not like if the deck is empty it will not allow the player to draw the card and ends the game.

1. Public static void unsetPlayer()

This method also do not take any parameter, it is called when the player quits. The game then removes the player from the list

1. Public static void skipTurn()

This method is called when a player plays the Stop action card. It skips the next player to the next.

1. Public static Boolean checkWinCondition()

This method checks the three conditions, whether the deck is empty then stops the game or a player has run out of cards then declare the player as the winner.

1. Public showPlayerOptions()

This method prints out the cards in hand and on the pile using the printPile method so that user can understand which card to play next.

1. Public static Boolean changeGameDirection()

This method is called when a player plays a Reverse action card, which changes the direction from anticlockwise to clockwise.