

captureStones

Category	Test Case	Expected Result
pit is not on board	stoppingPoint = 13	Pit not found
valid pit	stoppingPoint = 12	Success

distributeStones

Category	Test Case	Expected Result
pit is not on board	startingPoint = 0	Pit not found
valid pit	startingPoint = 1	Success

getNumStones

Category	Test Case	Expected Result
pit is not on board	pitNum = 13	Pit not found
valid pit	pitNum = 12	Success

isSideEmpty

Category	Test Case	Expected Result
pit is not on board	pitNum = 0	Pit not found
valid pit	pitNum = 1	Success

resetBoard

Category	Test Case	Expected Result
correctly resetting board	calling the function	Success

registerPlayers

Category	Test Case	Expected Result
correctly registering players	calling the function	Success