Proposed Test Cases from the Account Class:

* **accountValidation(String tempUsername, String tempPassword)**
  + Create an account and test the validation method using incorrect and correct values to see if it returns the right message
    - Username: JohnDoe, Password: jd123
    - Example inputs: johndoe, John Doe, jD123, JD132

Proposed Test Cases from the Deck Class:

* **setDeck(), shuffleDeck()**
  + Initialize a deck of cards using setDeck().
  + Maybe print out the deck to know how the deck currently looks?
  + shuffleDeck() is called inside of setDeck()
    - Check to see if shuffleDeck() actually shuffles the deck properly by comparing the shuffled deck and the original deck?

Proposed Test Cases from PlayerInGame Class:

* **setBestFiveCardHand(LinkedList<card> hand)**
  + Pass in the players 2 card hand and the community 5 card hand and determine the best hand possible
    - Example inputs: 2 card hand: King and 8 , 5 card hand: Ace, Jack, 2, 5, Queen
* Not sure if any other functions from this class should be in here like check, hold, bet, or call, not sure how they all work???

Proposed Test Cases from the Game Class:

* **Game() ------> Deciding who wins the round**
* **deal()**
  + Test cards are coming out in order and to right players
* **preflop(), flop(), turn(), river()**
  + Test to make sure chipCount and pots are updated
* **handWon()**
  + ????
* **round()**
  + ????