1. Fr11:B :: Add 3 more tests - first square, last square - some squares that are not highlighted etc…..
2. Add 7 more tests for turning
3. Check turn on corners
4. Check turn on edges
5. Check highlighting
6. Check if users can take turns
7. Highlighting
8. Check person who is assingned to London port goes first
9. Check if person stops if going through player and they Check if person moves next to other player if they move through them and the other dude wants to attack
10. Check attack on player
11. Check attack through player
12. Check if player gets to choose
13. Check action if they do
14. Check action I they don’t
15. Check if get to turn after round end
16. Check if next to Treasure island
17. Check if next to flat island
18. Check if next to port