Manual Test Plan
1. Overview
    a. The test is for testing the View and the Controller of an Uno
Game.
    b. The GUI should be able to include 4 scenes: StartGame, CurGame,
ChooseColor, and GameEnd.
    c. The controller should be able to connect View and Model to allow
players play the game
2. Prerequisites and Environment
    a. Java SDK 14 should be installed when testing.
    b. The test has been done in IntelliJ IDEA platform.
    c. The testing OS is macOS Big Sur 11.12.1

3. Operations and the results
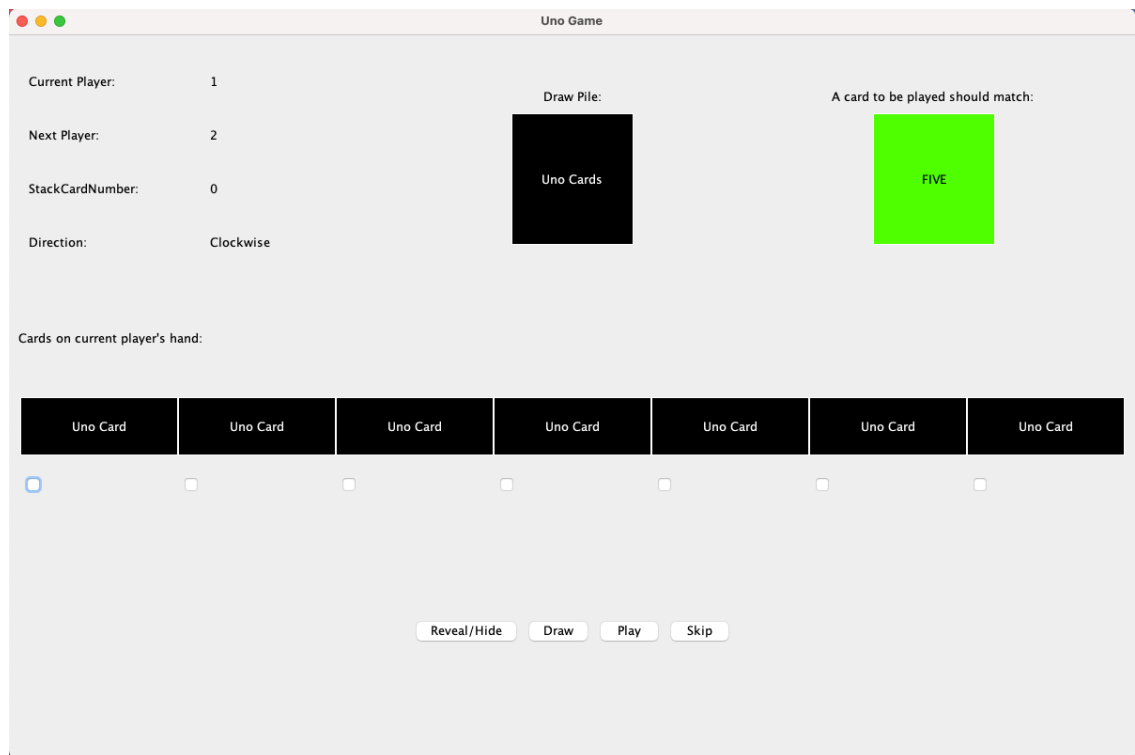   a. To test StartGame scene
      i. Navigate to src/View/GameStartGUI.java
      ii. Right click file and click "Run 'GameStartGUI.main()'"
      iii. Result

    b. To test CurGame scene
      i. Navigate to src/View/CurGameGUI.java
      ii. Right click file and click "Run 'CurGameGUI.main()'"
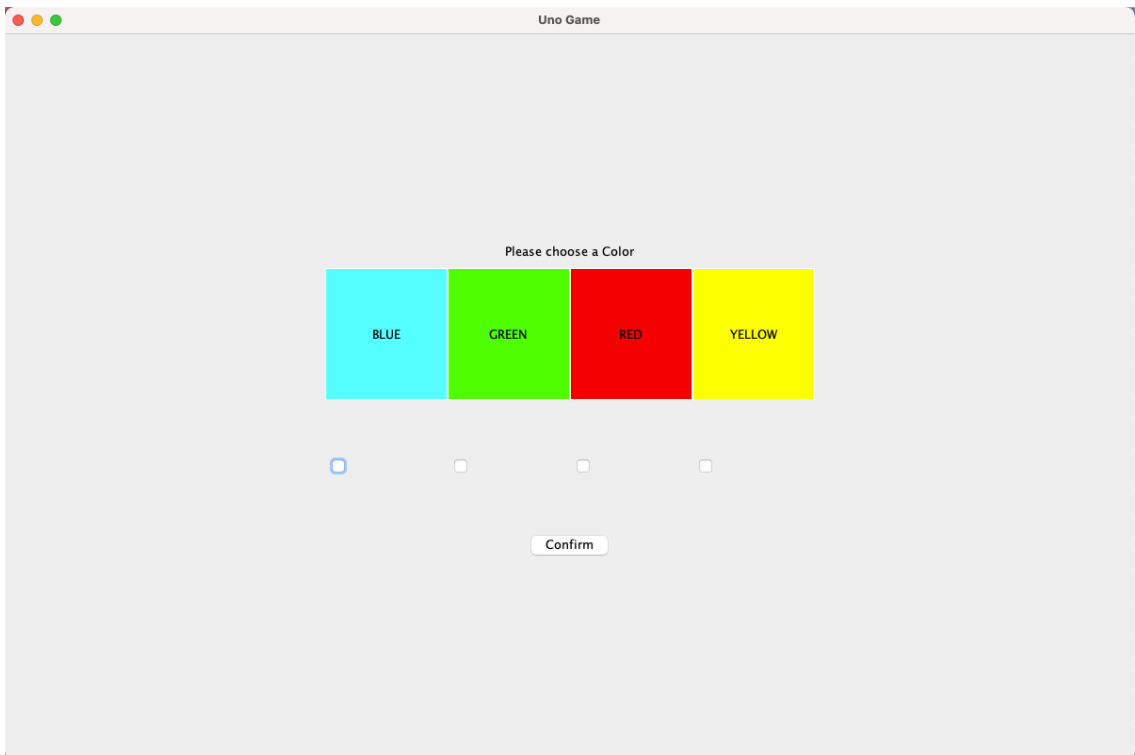   iii. Result

c. To test ChooseColor scene
   i. Navigate to src/View/ChooseColorGUI.java
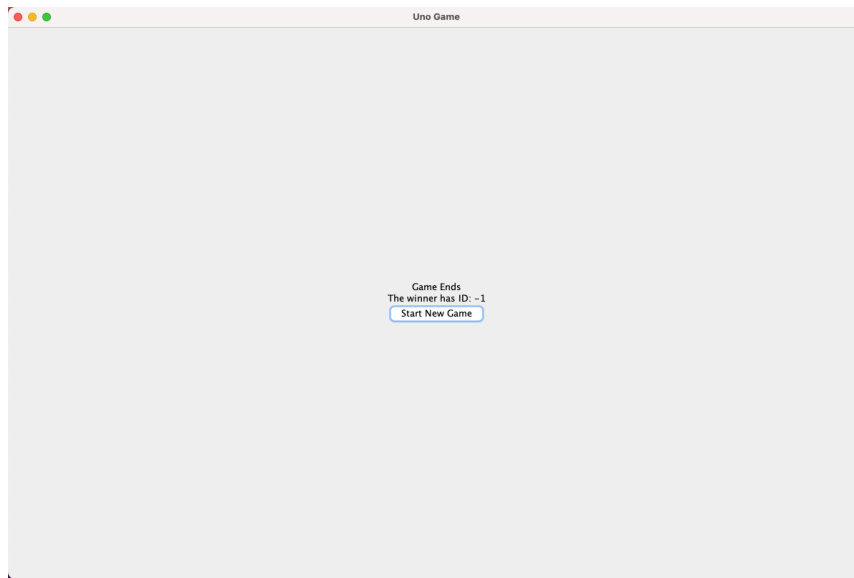   ii. Right click file and click "Run 'ChooseColorGUI.main()'"
   iii. Result

d. To test GameEnd scene
   i. Navigate to src/View/GameEndGUI.java
   ii. Right click file and click "Run 'GameEndGUI.main()'"

iii. Result

Uno Game

Game Ends
The winner has ID: -1
Start New Game

4. To test Controller(Play the game)
    i. Navigate to src/Controller/GameController.java
    ii. Right click file and click "Run 'GameController.main()'"
    iii. Result

1. Enter the Number of different Type of Player

Uno Game

Please enter the number of the Human players:
1

Please enter the number of the baseline AI players:
0

Please enter the number of the strategic AI players:
0

Start

Uno Game

Please enter the number of the Human players:
1

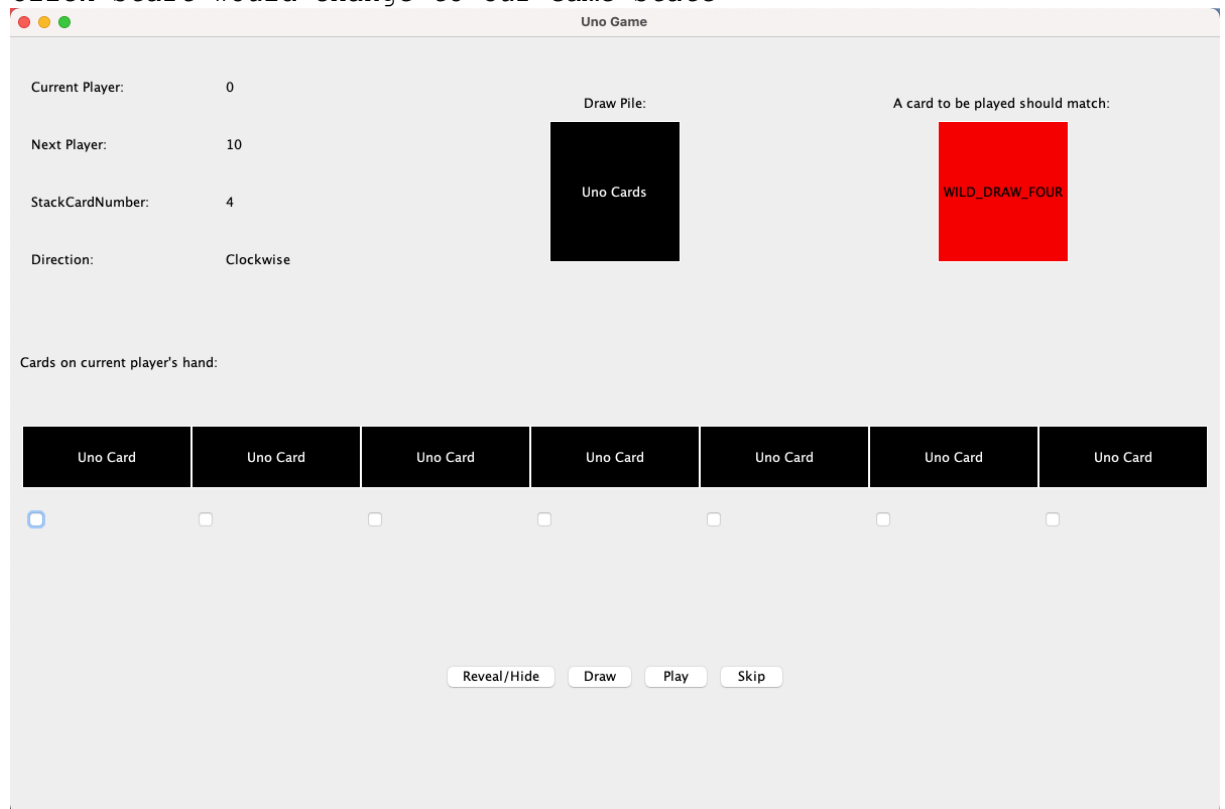Please enter the number of the baseline AI players:
1

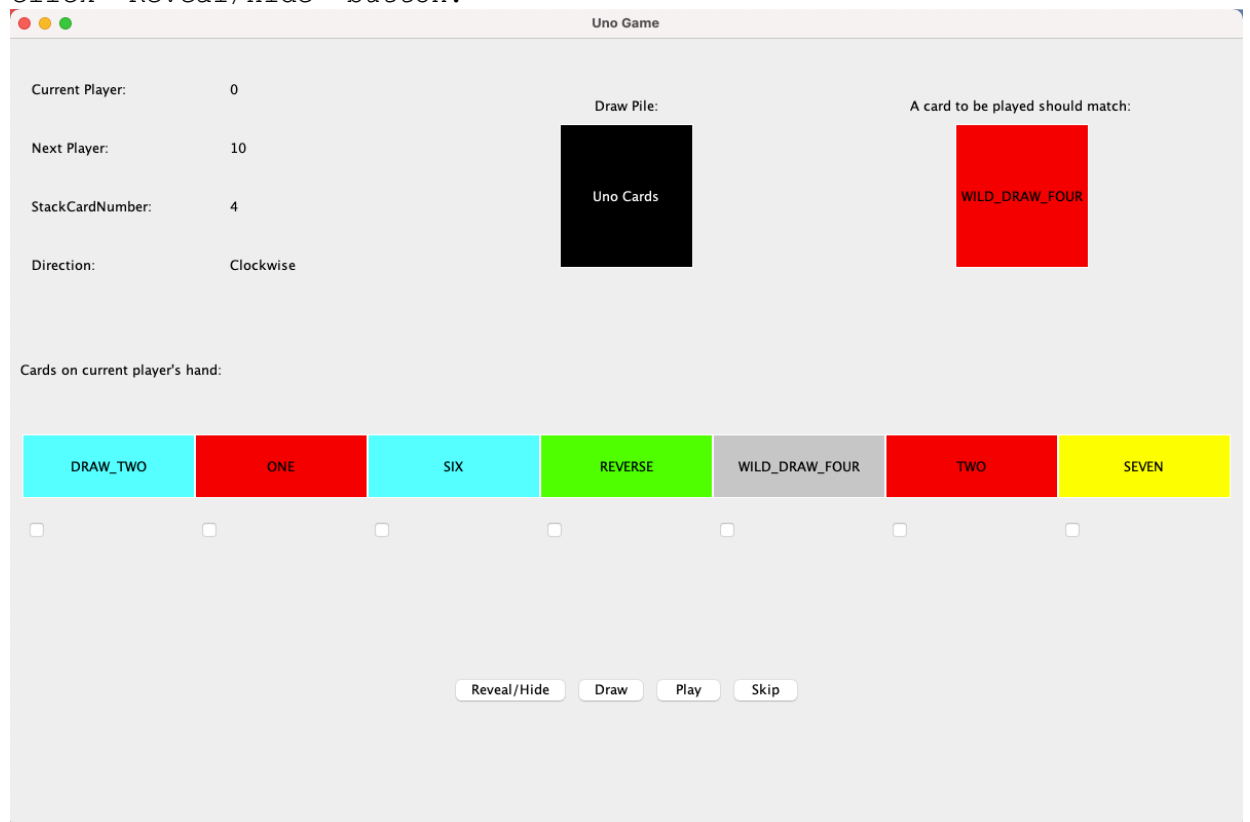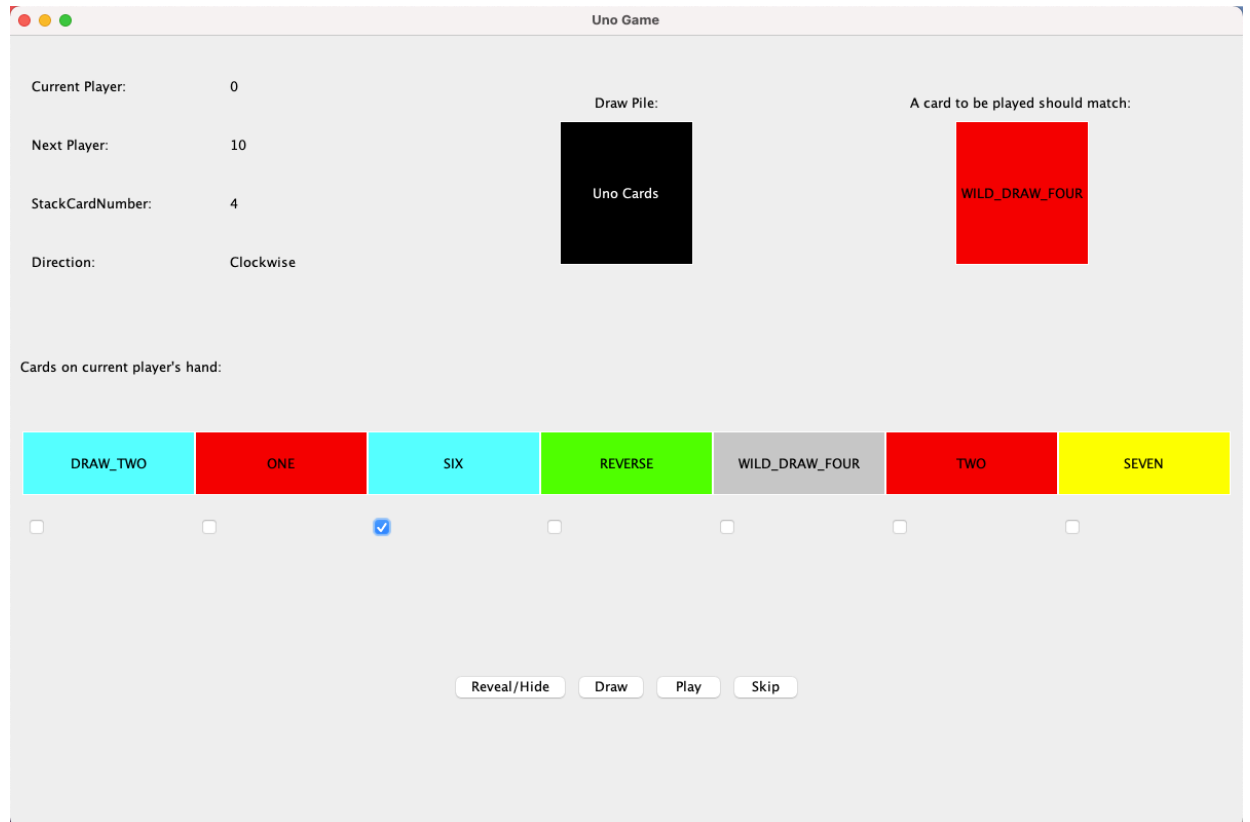Please enter the number of the strategic AI players:
1

Start

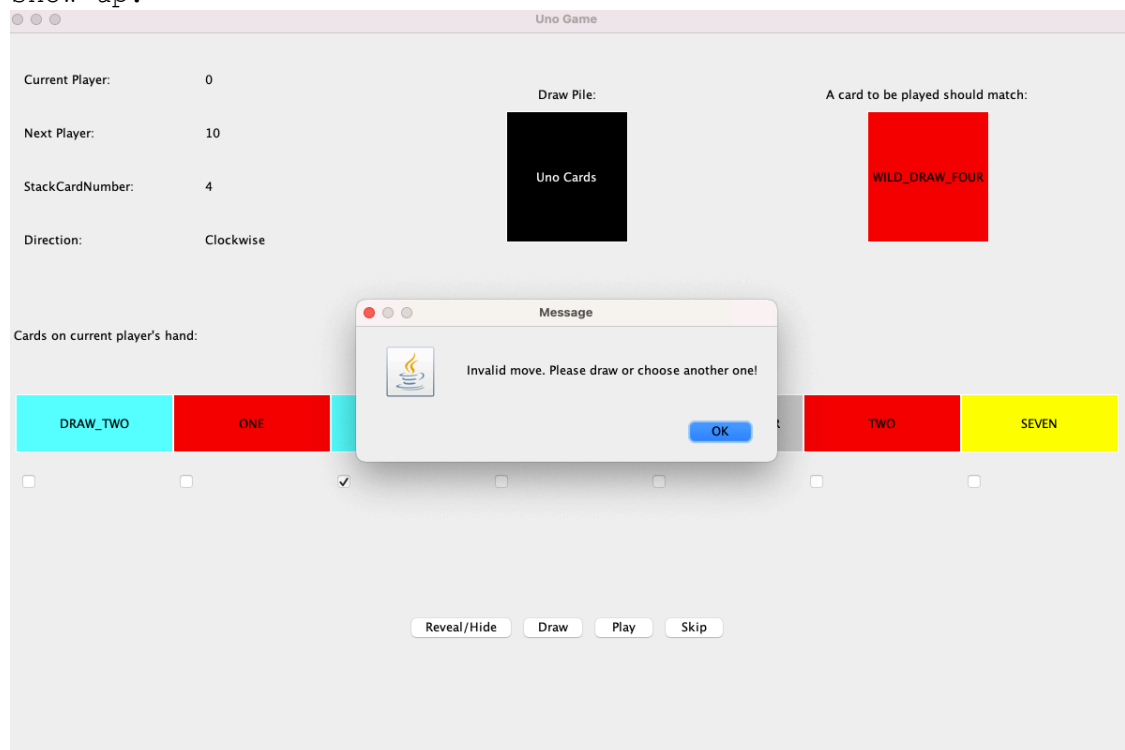2. Click Start would change to Cur Game State

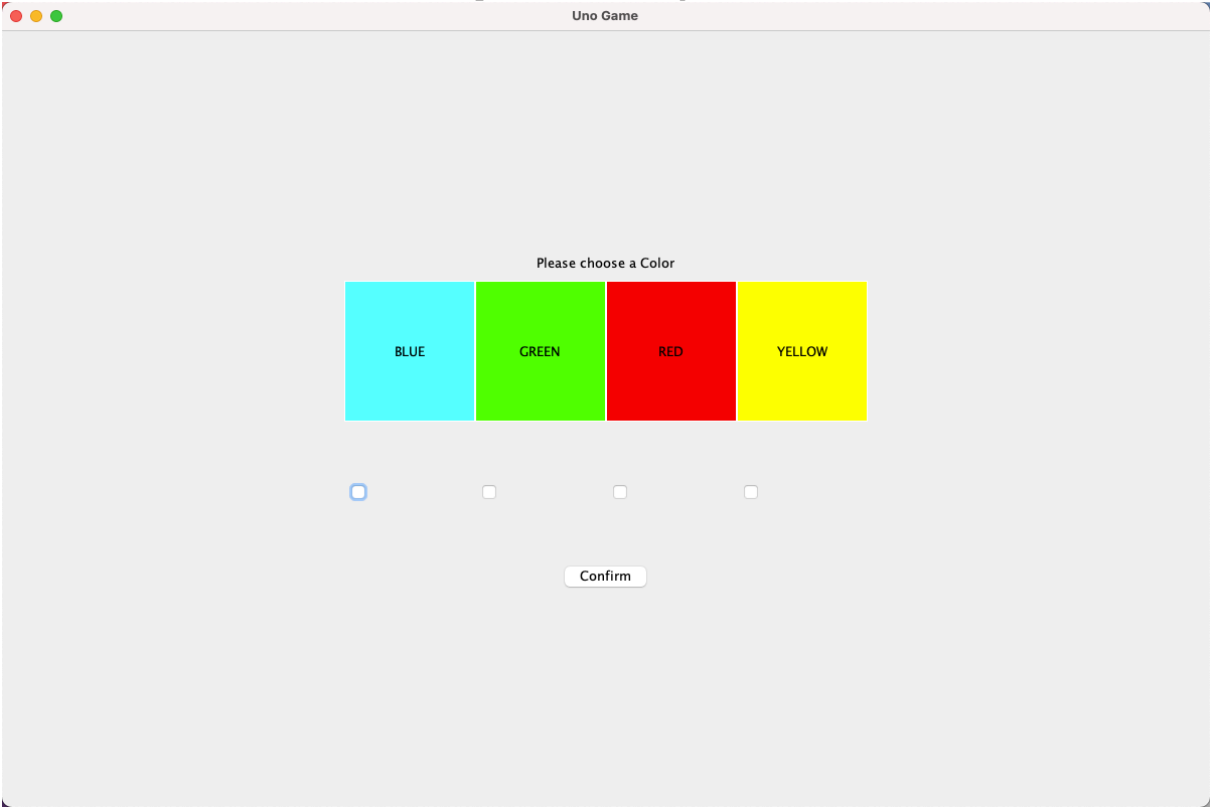3. The cards on the cur player hand would be hided. To see the cards, click "Reveal/Hide" button.

4. Select the check box under a card to choose the card.

5. Click to Play the Card. If card is invalid, error message would show up.

6. Click Wild-Card-And Then Play would change to Choose Color View

Uno Game

Please choose a Color

| BLUE | GREEN | RED | YELLOW |

Confirm

7. Select a color and click confirm would play the Wild card and move to next player

Uno Game

Current Player: 0

Next Player: 10

StackCardNumber: 0

Direction: Clockwise

Draw Pile:

Uno Cards

A card to be played should match:

ONE

Cards on current player's hand:

| Uno Card | Uno Card | Uno Card | Uno Card | Uno Card | Uno Card |

Reveal/Hide   Draw   Play   Skip
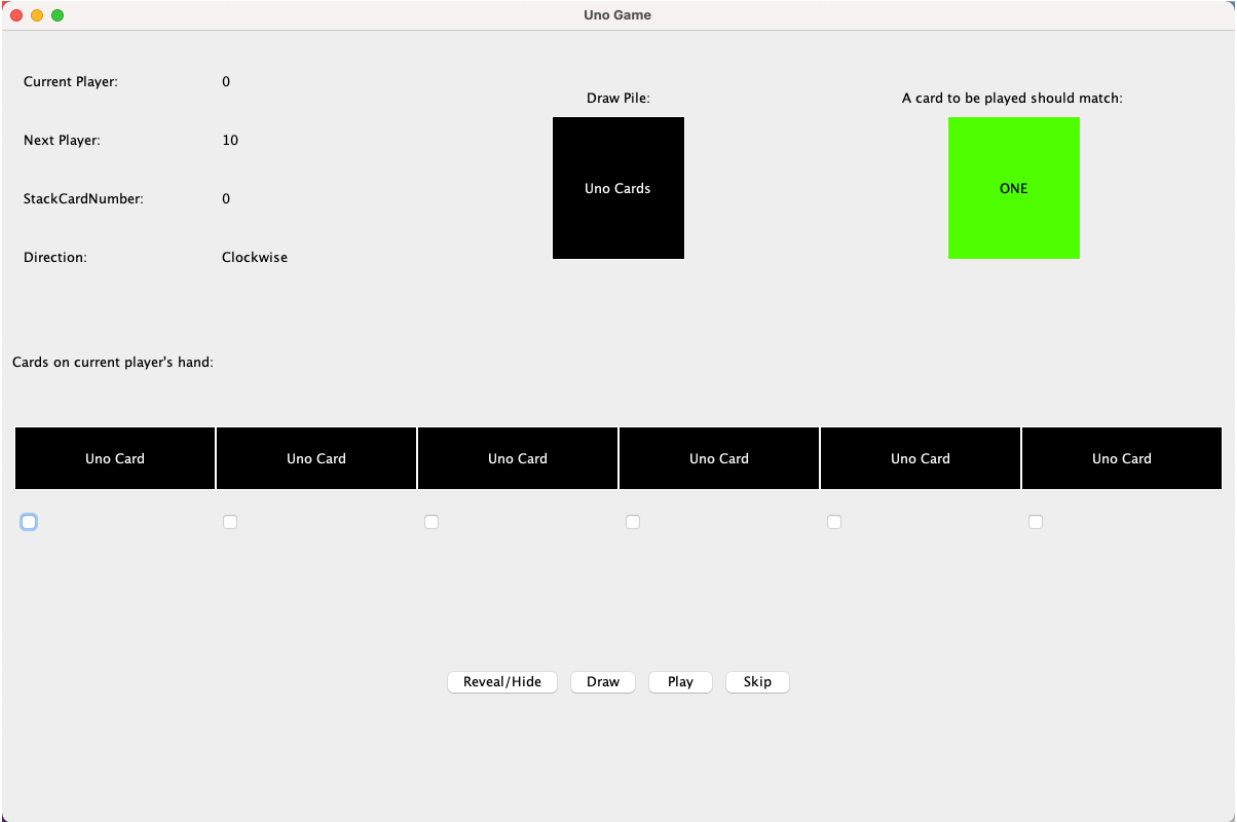
8. If player does not have card to play, click draw button to draw card from draw pile
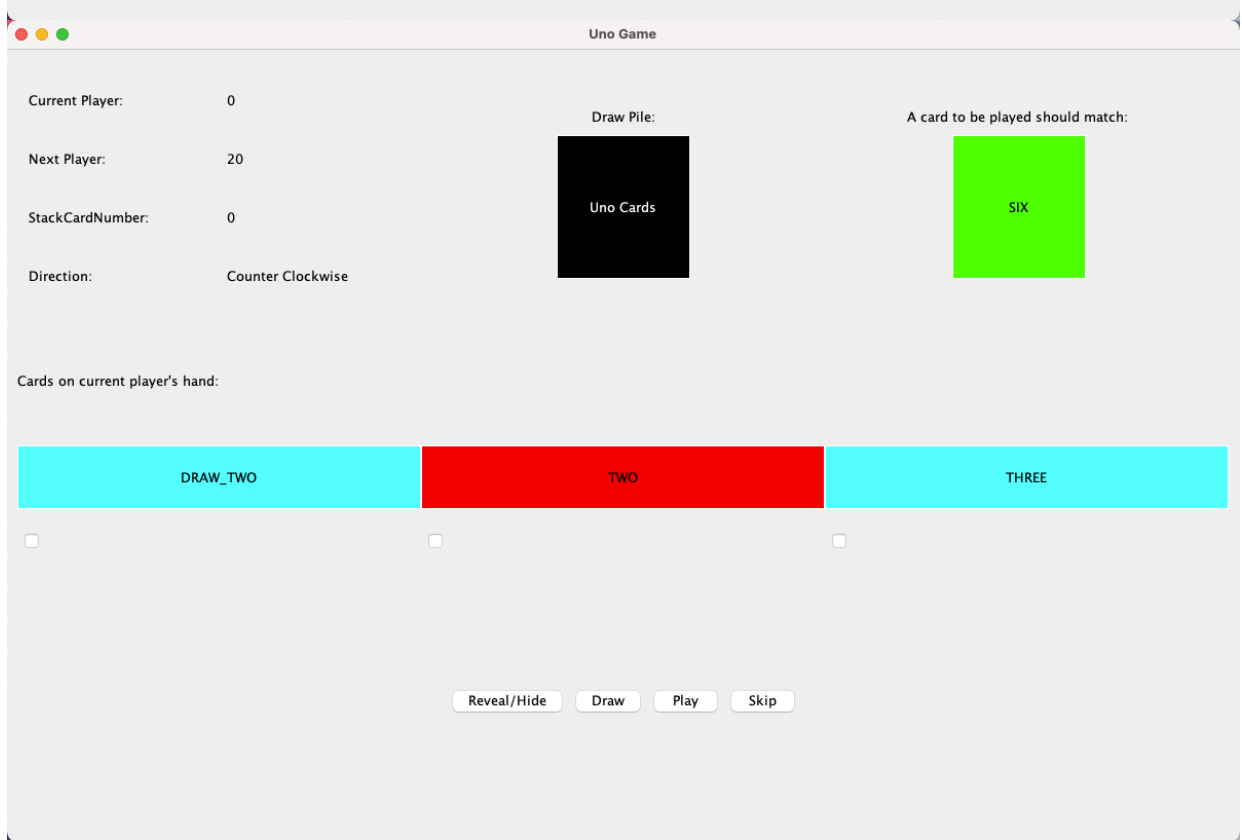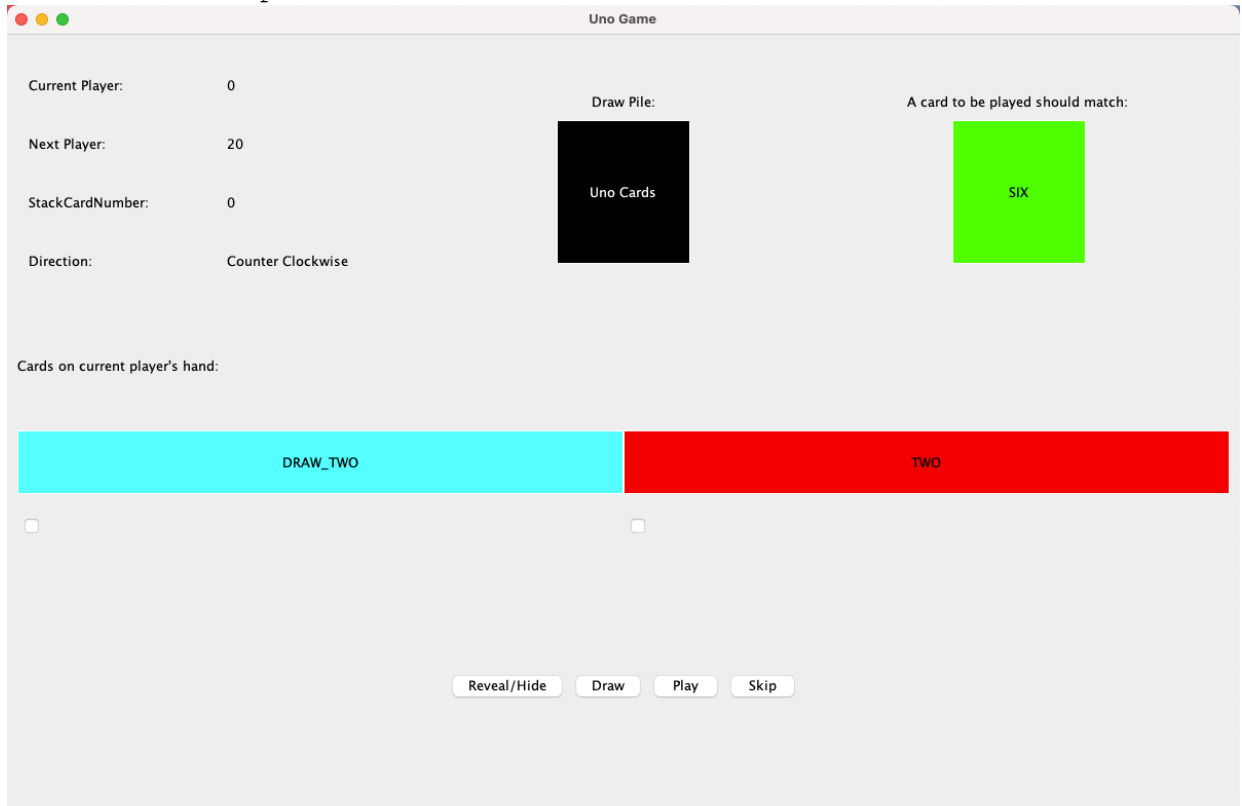
9.

10.   If the draw card cannot be play, click Skip button to move to next player

Uno Game

Current Player: 0

Next Player: 20

StackCardNumber: 0

Direction: Counter Clockwise

Draw Pile:

Uno Cards

A card to be played should match:

SIX

Cards on current player's hand:

DRAW_TWO	TWO	THREE
☐	☐	☐

Reveal/Hide   Draw   Play   Skip

Uno Game

Current Player: 0

Next Player: 20

StackCardNumber: 0

Direction: Counter Clockwise

Draw Pile:

Uno Cards

A card to be played should match:

SIX

Cards on current player's hand:

DRAW_TWO	TWO	THREE
☐	☐	☐

Reveal/Hide   Draw   Play   Skip

11.   If one player playout all of the card, Game end interface would show up

Uno Game

Game Ends
The winner has ID: 20
Start New Game
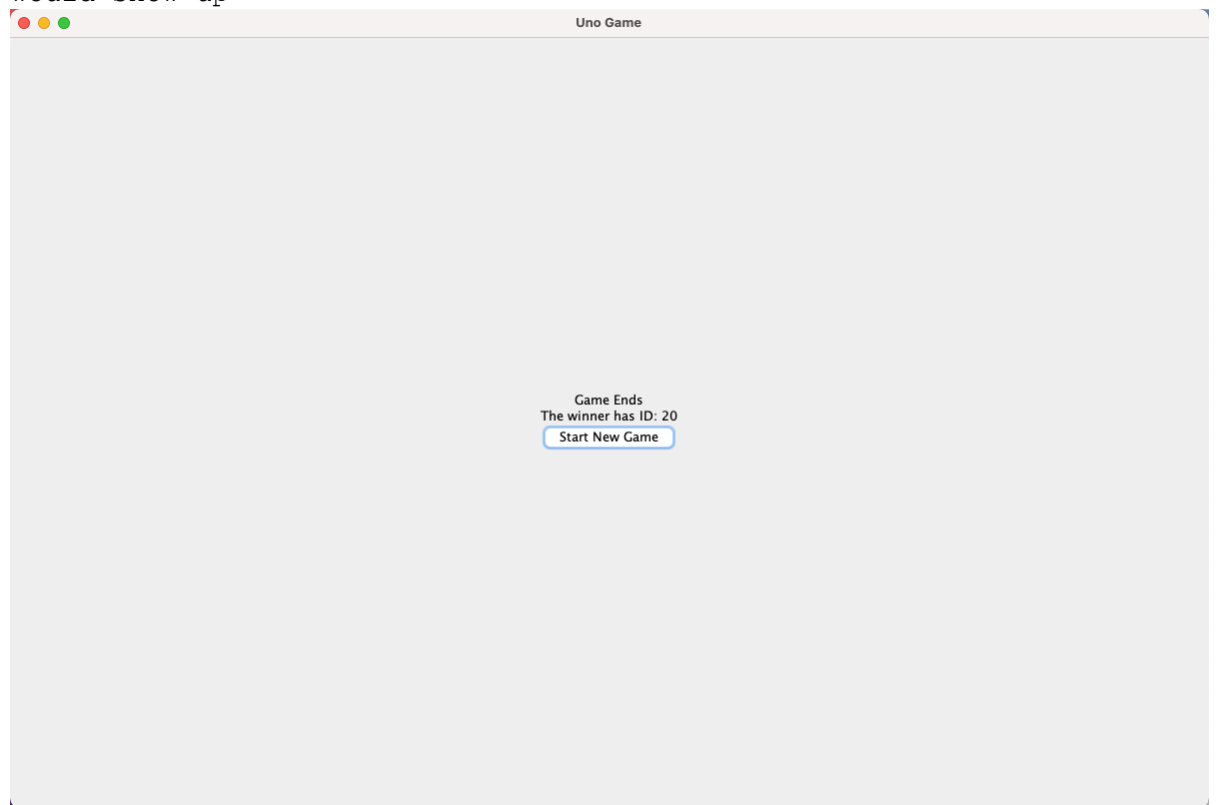
12.   Player can click "Start New Game" button to start a new game

Uno Game

Please enter the number of the Human players:
1

Please enter the number of the baseline AI players:
0

Please enter the number of the strategic AI players:
0

Start