

Manual Testing Plan

Environment:

OS Support:

- Windows 10

IDE:

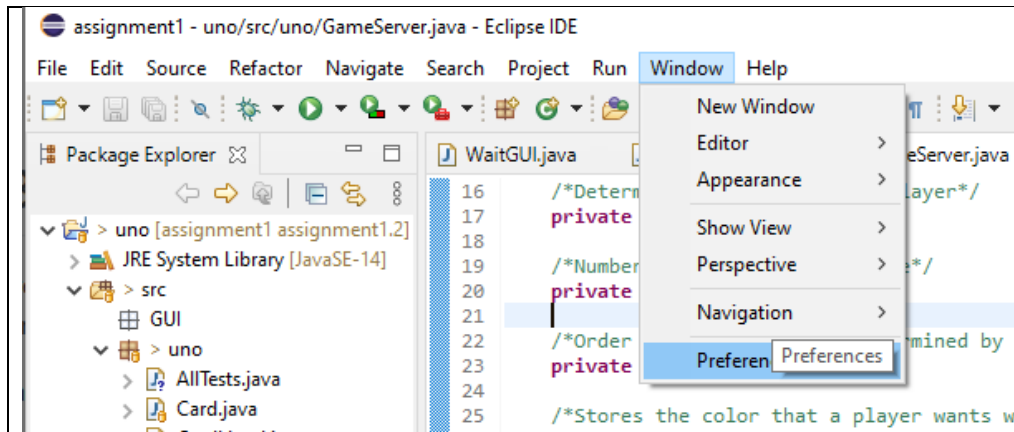
- Eclipse 64-Bit
 - Can be found at: <https://www.eclipse.org/downloads/>

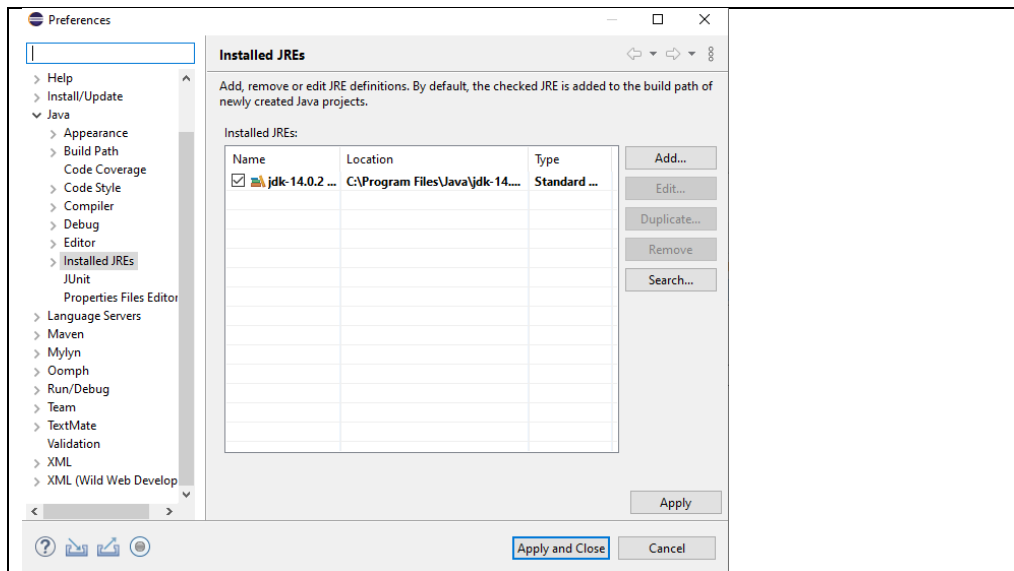
Java Version (JRE):

- JDK 14.0.2
 - Can be found at: <https://jdk.java.net/14/>

Newer versions of Java may work but downgrade if any errors are encountered. Make sure to select the JRE in Eclipse:

Window->Preferences->Java->Installed JRES



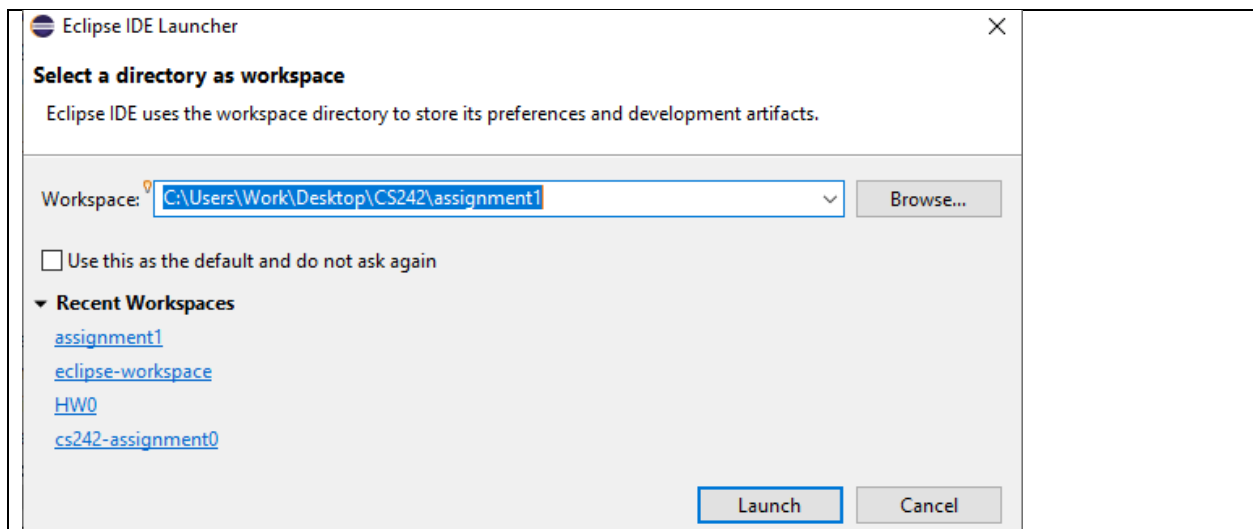


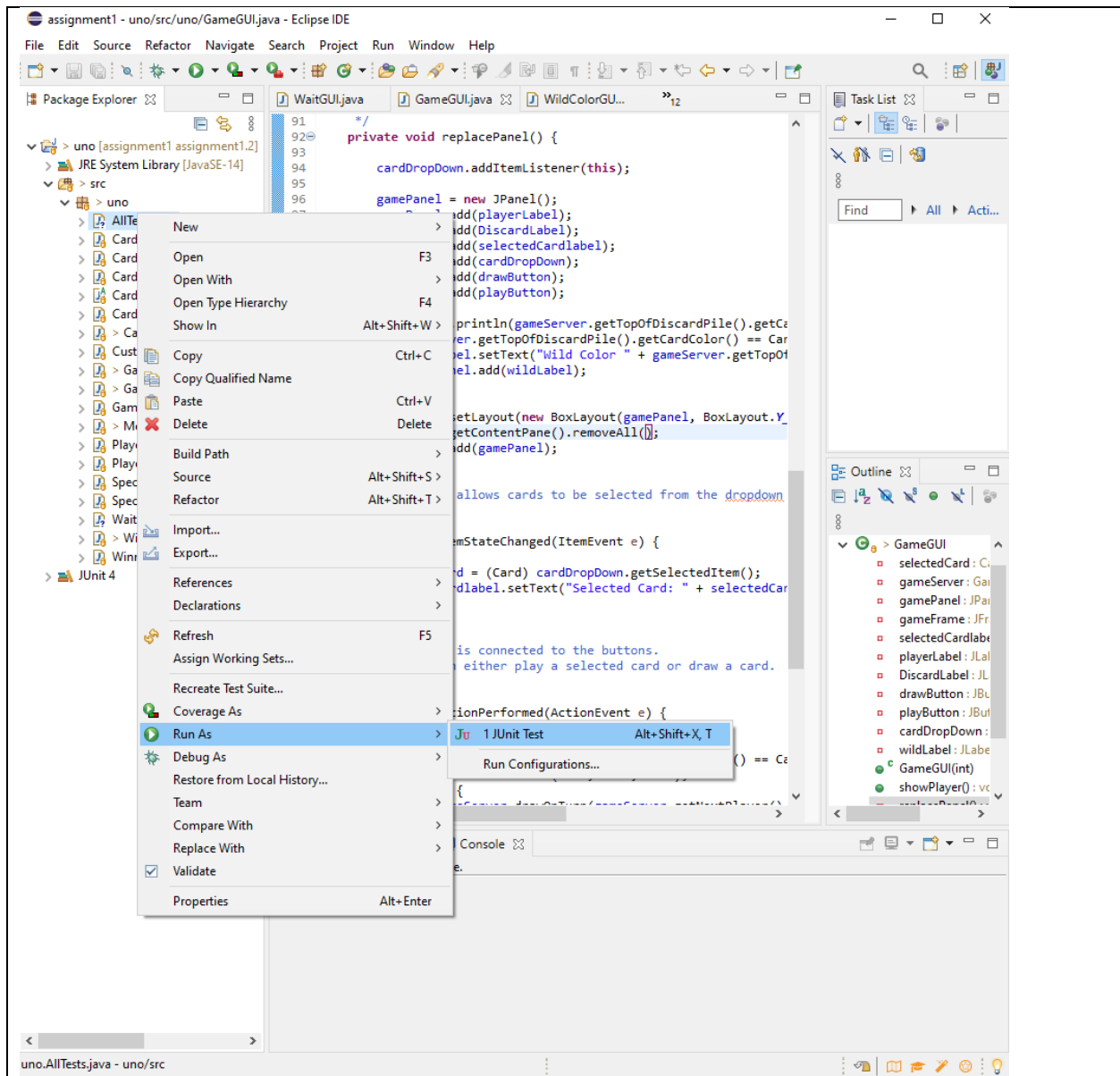
Running Tests:

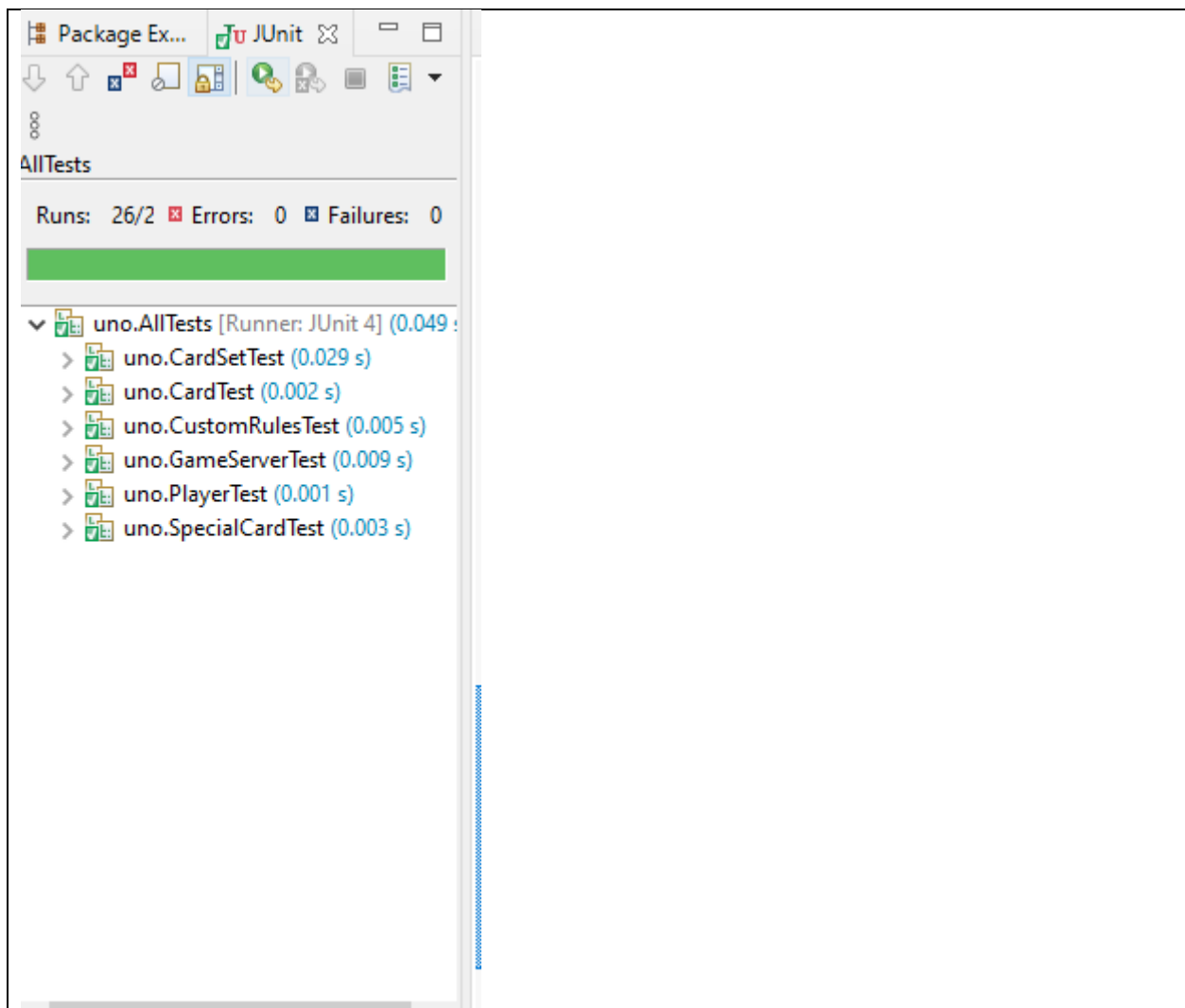
To run tests first open the workspace then right click:

uno->src->uno->AllTests.java

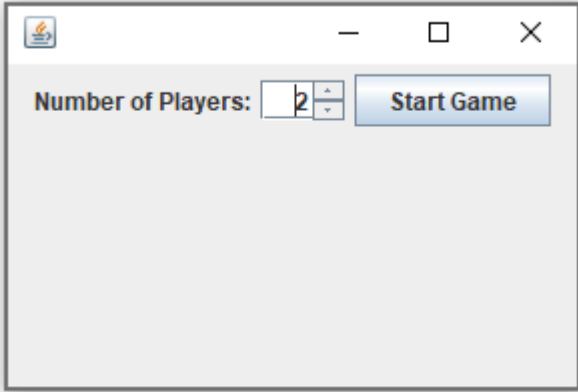
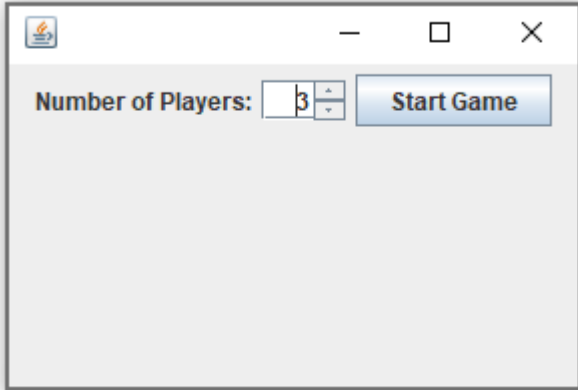
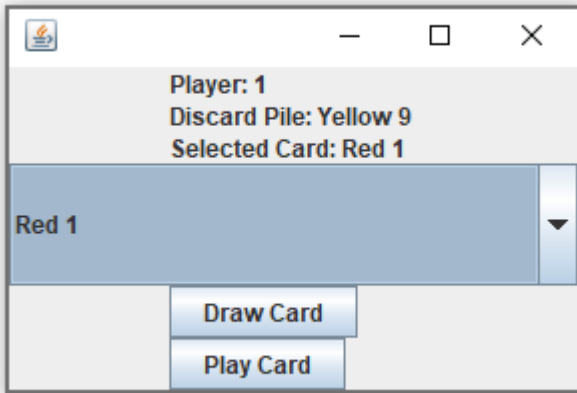
Then select RunAs->JUnit Test

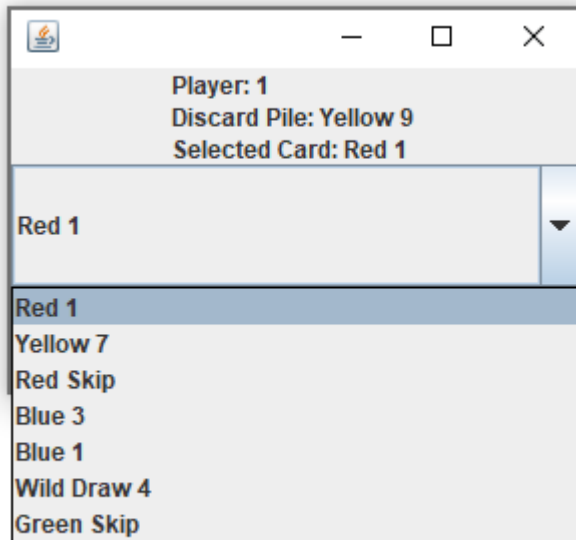




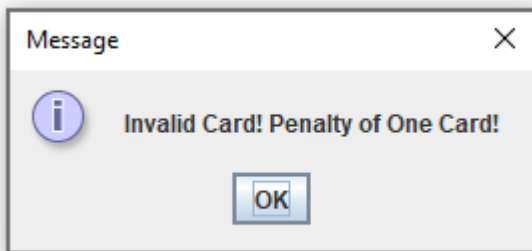


Game States:

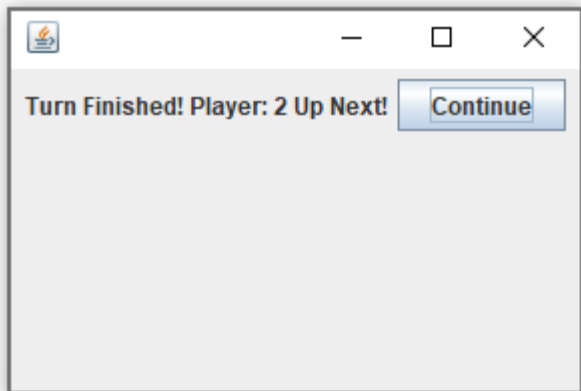
GUI	Game State
	The opening menu allows a user to select the number of players in the uno game.
	The up and down arrows allow the user to add or remove players. The program does not allow fewer than 2 players.
	The game screen shows the player that is currently playing, the top of the discard pile, as well as the currently selected card. The player has two options. They can either play a card or draw a card.



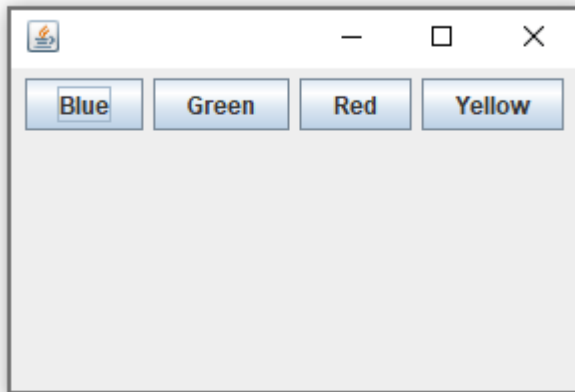
The card dropdown shows all the cards that are in the players "hand".



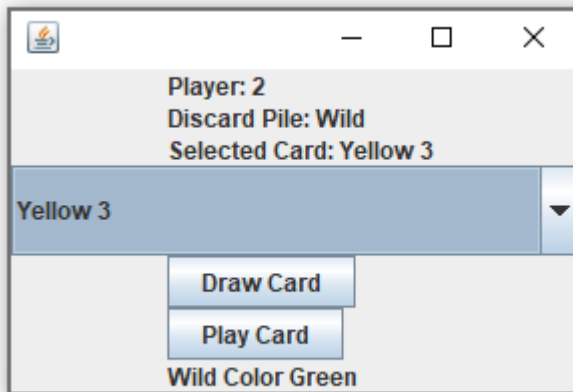
If a player plays an invalid card, then a message box pops up indicating they made a wrong move.



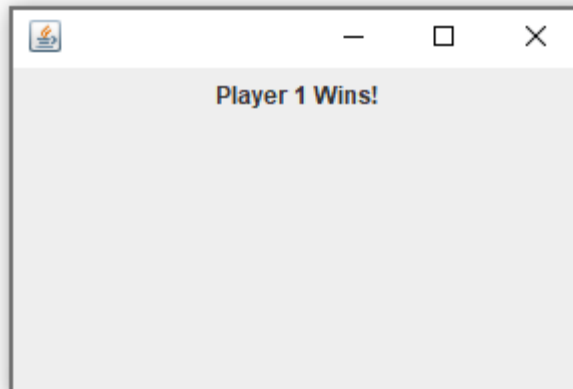
Once a player has completed a valid move, the players hand is hidden and the next player clicks continue when they are ready to play.



If a wild is played then then the player can select the color they want to choose.



If a wild is at the top of the discard pile, the color to match is displayed at the bottom.



The winning screen is shown when a player has played all their cards.