System: Java Monoploy Game

Instructions:
Java 8 is required
The JRE and JDK are required
GWT version 2.7 is needed

TestCase 01
System: Java Monoploy Game
Test: Create Game

Instruction:
1. Go to javapoly.site
2. Select number of players
3. Enter player names
4. Pick Tokens
5. Start Game

Expected result:
1. The user will be brought to a web site where they are asked how many players will be playing via interactive buttons. Then you will be asked to enter the players names and pick their tokens. Then selecting start game will being the players to the board with the token located at the Go tile.

Cleanup:
1. Just leave the site and the instance will reset

TestCase 02
System: Java Monoploy Game
Test: Create Game dupicate tokens

Instruction:
1. Test Case 01 instrctions 1-3
2. Pick Tokens
3. Start Game

Expected result:
1. The system will pop up a error box saying that every player must pick a token.

Cleanup:
1. Just leave the site and the instance will reset

TestCase 03

System: Java Monoploy Game
Test: Create Game same name

Instruction:
1. Tes tCase 01, instruction 1-2
2. Enter player names
3. Pick Tokens
4. Start Game

Expected result:
1. The user will be brought to a web site where they are asked how many players will be playing via interactive buttons. Then you will be asked to enter the players names and pick their tokens. Then selecting start game will being the players to the board with the token located at the Go tile.

Cleanup:
    Just leave the site and the instance will reset

Test Case 04
System: Java Monopoly Game
Test: Roll dice

Instructions:
1. Test Case 01, instrction 1-5
2. Click the Roll button

Expected result:
1. When the user hits the roll button their token will be moved the appropirate amount of spaces to the new location. If the player rolls double they get to roll again.

Cleanup:
1. Leave the site and the instance resets.

Test Case 05
System: Java Monopoly Game
Test: End turn

Instructions:
1. Test Case 04 instructions 1-2.
2. Select end turn.

Expected result:
1. After the users rolls if they have not rolled doubles they will be able to select the End Turn button. Once clicked the next player will be able to roll.

Cleanup:
1. Leave the site.

Test Case 06
System: Java Monopoly Game
Test: Buy property

Instructions:
1. Test Case 04 instructions 1-2.
2. User selects Buy.

Expected result:
1. When the player rolls the dice and lands on a board they will be prompted with a screen that asks if they wish to buy the property or not. The player will select Buy. The amount for the property will be deducted from the player current credits. If the player rolled doubles they will get to roll again if not. The player will select End Turn.

Cleanup:
1. Leave the site.

Test Case 07
System: Java Monopoly Game
Test: Dont buy property.

Instructions:
1. Test Case 04 instructions 1-2.
2. User selects Don't Buy.

Expected result:
1. When the player rolls the dice and lands on a board they will be prompted with a screen that asks if they wish to buy the property or not. The player will select Buy. The amount for the property will be deducted from the player current credits. If the player rolled doubles they will get to roll again if not. The player will select End Turn.

Cleanup:
1. Leave the site.

Test Case 08

System: Java Monopoly Game
Test: Try to buy a property without enough money.

Instructions:
1. Test Case 06 instrctions 1-2

Expected result:
1. When the player selects buy the system will pop up a prompt telling the player they do not have enough money to buy that property. The player will close the prompt and end turn.

Cleanup:
1. Leave the site.

Test Case 09
System: Java Monopoly Game
Test: Pay rent

Instructions:
1. Test Case 04 instructions 1-2.

Expected result:
1. After the player rolls they are moved to a location that is owned by another player. The rent of that property will be deducted from the player that landed on it and be given to the player that owns the property.

Cleanup:
1. Leave the site.

Test Case 10
System: Java Monopoly Game
Test: Pay rent with out enough money.

Instructions:
1. Test Case 09 instraction 1.

Expected result:
1. After the player rolls they are moved to a location owned by another player. The rent of the property will try to be deducted but the player will not have enough credits. The system will pop up a prompt telling them to sell a property or surrender the game. The player selects sell property. The prompt closed and a new prompt with a list of the

properties is displayed. The user selects properties tell they can pay the rent. Then the player credit is updated and they can select the End Turn button.

Cleanup:
1. Leave the site.

Test Case 11
System: Java Monopoly Game
Test: Pay rent with out enough money.

Instructions:
1. Test Case 09 instraction 1.

Expected result:
1. After the player rolls they are moved to a location owned by another player. The rent of the property will try to be deducted but the player will not have enough credits. The system will pop up a prompt telling them to sell a property or surrender the game. The player selects surrender. The players token is taken off the board and they can no longer play.

Cleanup:
1. Leave the site.

Test Case 12
System: Java Monopoly Game
Test: Player goes to Jail by Rolling doubles 3 time

Instructions:
1. Test Case 04 instraction 1-5.

Expected result:
1. After the player rolls they are moved around the board. When the player rolls doubles they are allowed to roll again. If the player rolls doubles a thrid time they are sent to jail.

Cleanup:
1. Leave the site.

Test Case 13
System: Java Monopoly Game
Test: Player goes to Jail by Landing on go to jail tile.

Instructions:
1. Test Case 04 instraction 1-5.

Expected result:
1. After the player rolls they are moved around the board. When the player lands on the go to jail space they are moved to jail and do not pass go and do not collect 200 credits.

Cleanup:
1. Leave the site.

Test Case 14
System: Java Monopoly Game
Test: Player gets out of Jail by Rolling doubles

Instructions:
1. Test Case 04 instraction 1-5.

Expected result:
1. After the player rolls when they are in Jail if they roll doubles they do not moved but are no longer stuck in jail. When the players next turn comes around they can roll and move normal.

Cleanup:
1. Leave the site.

Test Case 15
System: Java Monopoly Game
Test: Player gets out of Jail after 3 turns

Instructions:
1. Test Case 04 instraction 1-5.

Expected result:
1. After the player is unsucessful at rolling doubles for 3 turns. On the next turn they will no longer be in jail and will be able to roll normally.

Cleanup:
1. Leave the site.

Test Case 16
System: Java Monopoly Game

Test: Trade properties

Instructions:
1. Test Case 01 instructions 1-5.
2. Select trade with properties

Expected result:
1. Before or after the player rolls they can select trade. A prompt will pop up with a field to enter the player they want to trade with. The player will enter the field with the user name of a player. Then another prompt will popup showing both the players properties. Then playerA can select their properties and then properties they want to trade for. PlayerB can either accept or deny the request.

Cleanup:
1. Leave the site.

Test Case 17
System: Java Monopoly Game
Test: Trade properties

Instructions:
1. Test Case 01 instructions 1-5.
2. Select trade with no properties

Expected result:
1. Before or after the player rolls they can select trade. A prompt will pop up with a message saying you are only allowed to trade with properties.

Cleanup:
1. Leave the site.

Test Case 18
System: Java Monopoly Game
Test: Buy 1 house

Instructions:
1. Test Case 06 instructions 1-2.
2. Repete 1 until a Monopoly is owned

Expected result:

2. After the player has aquired a monoploy they will be given the option to buy houses. There will be an option to buy 1-4 houses. The player will select 1 and will be charged for 3 houses one for each property. The money will be deducted from the players credits.

Cleanup:
2. Leave the site.

Test Case 19
System: Java Monopoly Game
Test: Buy 2 house

Instructions:
1. Test Case 06 instructions 1-2.
2. Repete 1 until a Monopoly is owned

Expected result:
1. After the player has aquired a monoploy they will be given the option to buy houses. There will be an option to buy 1-4 houses. The player will select 2 and will be charged for 3 time house price. One for each property. The money will be deducted from the players credits.

Cleanup:
1. Leave the site.

Test Case 20
System: Java Monopoly Game
Test: Buy 1 house

Instructions:
1. Test Case 06 instructions 1-2.
2. Repete 3 until a Monopoly is owned

Expected result:
1. After the player has aquired a monoploy they will be given the option to buy houses. There will be an option to buy 1-4 houses. The player will select 3 and will be charged for 3 times house price. One for each property. The money will be deducted from the players credits.

Cleanup:
1. Leave the site.

Test Case 21
System: Java Monopoly Game
Test: Buy 4 house

Instructions:
1. Test Case 06 instructions 1-2.
2. Repete 3 until a Monopoly is owned

Expected result:
1. After the player has aquired a monoploy they will be given the option to buy houses. There will be an option to buy 1-4 houses. The player will select 4 and will be charged for 3 times house price. One for each property. The money will be deducted from the players credits.

Cleanup:
1. Leave the site.

Test Case 22
System: Java Monopoly Game
Test: Buy house not enough money

Instructions:
1. Test Case 06 instructions 1-2.
2. Repete 3 until a Monopoly is owned

Expected result:
1. After the player has aquired a monoploy they will be given the option to buy houses. There will be an option to buy 1-4 houses. The player will select 1 and the system will have a propmt saying that the player doesn't have enough money to buy the houses.

Cleanup:
1. Leave the site.

Test Case 23
System: Java Monopoly Game
Test: End Game by time out

Instructions:
1. Test Case 01 instructions 1-5.
2. Wait thirty minutes

Expected result:

1. After thirty minutes the game will end and the players will be displaced in decnding order from most value to least.

Cleanup:

3. Leave the site.

Test Case 24
System: Java Monopoly Game
Test: End Game by domination

Instructions:

1. Test Case 10 instructions 1.
2. Repete until all but one player is left

Expected result:

1. At the end of the game there will only be one player left with credits. This will stop the game and display the players in decending order of value.

Cleanup:

1. Leave the site.