Culminating Assignment: Testing

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# Test Case 1:

This test case was conducted to see if the board would arrange the different coordinates in order of price factors and if they would form blocks.

Player Names: S, J

List of steps

* Start game at Main Menu
* Click Play game
* Choose 2 players
* Enter names
* Click Confirm
* Check if board is arranged properly

Results: Fail. All coordinates in the board were the same in color. There was no arrangement.

# Test Case 2:

This test case was conducted to see if the Player Select App, where players can choose the amount of players and their names, was functioning in the correct manner.

Player Names: 1, 2, 3, 4

List of Steps

* Start game at Main Menu
* Click Play Game
* Choose 4 players
* Enter names
* Change to 2 players

Results: Fail. When changing the amount of players, the text fields are disabled but the names inputted previously still remain. This should not be the case.

# Test Case 3:

This test case was conducted to make sure players cannot sell property when they are not in possession of any property themselves.

Player Names: Jacques, Cartier

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 players
* Enter names
* See if sell property button is enabled or not

Results: Pass.

# Test Case 4:

This test case was conducted to make sure that the balance is deducted properly.

Player Names: Saksham, Hrithik

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 Players
* Enter names
* Buy a property
* Enter coordinates
* Confirm buy property
* End turn
* Check if balance was deducted properly

Results: Unfortunately, the balance was being deducted properly. It was doing all the calculations correctly; however, it would deduct the price from the wrong player.

# Test Case 5:

This test case was conducted make sure that a player can sell his/her property.

Player Names: Shah & Jain

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 Players
* Enter names
* Buy a property
* Enter coordinates
* Confirm buy property
* End turn
* End turn again
* Sell Property

Results: Fail, the index was going out of bounds and could not find the correct property to sell.

# Test Case 6:

This test case was conducted to see if the program crashes if a player spams any buttons.

Player Names: Bob & Bill

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 Players
* Enter names
* Randomly click any button multiple times

Results: Pass, the program did not crash.

# Test Case 7:

This test case was conducted to follow up on the sell property mechanism.

Players Names: 1, 3

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 Players
* Enter names
* Buy a property
* Enter coordinates
* Confirm buy property
* End turn
* End turn again
* Sell Property

Results: Fail, again the index was going out of bounds and could not find the correct property to sell.

# Test Case 8:

# This test case was conducted to do another follow up on the sell property mechanism.

Player Names: S, J

List of Steps:

* Start game at Main Menu
* Click Play Game
* Choose 2 Players
* Enter names
* Buy a property
* Enter coordinates
* Confirm buy property
* End turn
* End turn again
* Sell Property

Results: Pass!

# List of Bugs

* NONE!!!!