

Run the distribution script: **gradlew dist**

Migrate the jar built to desktop/build/libs/desktop-1.0.jar into a directory containing the files from core/assets/

 /desktop-1.0.jar

 /assets/*

From here you can just run the jar like normal and display the game.

Test 1:

Click on an unowned property (denoted by a grey hover-over tint).

 This should display it's deed and current owner.

Click the "x" in the top right corner.

 This should close the window.

Click on a property you own

 It should display a "Buy House" button and a "Sell House" button. (Clicking on a button simply states "bought/sold a house!" it does not actually buy/sell a house)

Test 2:

The current player's name and amount of money should be displayed in the top-right corner. (There are three default players.)

 Upon a player ending their turn this should change to the next player's information.

Test 3:

Test the "ROLL DICE" button.

 Two dice should appear above the button and your piece should move clockwise that number of spaces.

Test 4:

Test the "End Turn" button

 The next player's name and money should be displayed.

Test 5:

Roll doubles. (Requires RNG)

 Your player should have another roll after resolving any possible effects.

 If you roll doubles two times you shouldn't be given an option to roll a third time. Jail isn't implemented yet.

Test 6:

Land on unowned property with enough money to buy it.

 It should display the deed, the price, and "Buy" and "Auction" buttons (Auction only closes the window)

Then click 'Buy'

You should now own that property (This can be checked by hovering the mouse over the property. The hover-over tint is set to your player's color.)

Test 7:

Land on someone else's property. (Requires other players to buy property.)

It should display the deed and how much you paid the owner. This should match the rent cost on the deed.

Test 8:

Land on unowned property without enough money to buy it. (Player 1 'chris' shouldn't have any starting money. This makes it easier to test)

It should display the deed and an "Auction" button (Auction only closes the window)

Test 9:

land on luxury tax. (Requires RNG)

You should have a button to pay \$75.

Test 10:

land on income tax.(Requires RNG)

You should have a choice pay either 10% of your net worth or a flat fee of \$200.

Either choice should remove the end total from your player's money.

Test 11:

land on / pass go.

You should get \$200