Card

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| Method | Function  Parameters | Function Description | Test No. | Chance Card Description | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| useCard() | player – player that will take the action  gameboard - is the game board which contains all the information about the game | This method handles card functionalities | 1 | Go to jail. When passing START, do not collect $200 | Player gets this card | Player goes straight to jail, not collecting 200 if passed go |  | P |
|  |  |  | 2 | Take a trip to property, collect money when passing START | Player gets this card | Player goes to a random property and his turn ends. (collects 200 if passed go) |  | P |
|  |  |  | 3 | Double rent. Apply this card to a property you own, and you can  collect double rent from the next player who lands on it. If you do  not own any property, discard this card. | Player owns at least one property | Player gets to choose a property that he owns and double its rent once. (After he gets a doubled rent from that property, that property’s rent is brought back to single multiplier) |  | P |
|  |  |  | 4 |  | Player doesn’t own any property | Player will be notified that that card is not applicable to him and is discarded immediately |  |  |
|  |  |  | 5 | Apply this card to a property you own. Renovation costs $25 per  house, or $50 per hotel. From now on, rent is increased by 50%. If  you do not own any property, discard this card. | Player owns at least one property | Player is asked which property to apply the card to, then from that point onwards, that property will have that card’s effects. |  |  |
|  |  |  | 6 |  | Player doesn’t own any property | Player will be notified that that card is not applicable to him and is discarded immediately |  |  |
|  |  |  | 7 | Apply this card to a property you own. Dilapidated houses. From  now on, rent is decreased by 10%. If you do not own any property,  discard this card. | Player owns at least one property | Player is asked which property to apply the card to, then from that point onwards, that property will have that card’s effects |  |  |
|  |  |  | 8 |  | Player doesn’t own any property | Player will be notified that that card is not applicable to him and is discarded immediately |  |  |
|  |  |  | 9 | Apply this card to a utility or railroad you own. Increase charge by  10%. If you do not own any utility or railroad, discard this card. | player currently does not own any of those | The player is notified about it, and then his turn ends |  |  |
|  |  |  | 10 |  | player currently owns more than one of those cards | The player is asked to choose which to apply the decrement to, then ends his/her turn |  |  |
|  |  |  | 11 | Apply this card to a utility or railroad you own. Decrease charge by 10%. If you do not own any utility or railroad, discard this card. | player currently does not own any of those | The player is notified about it, and then his turn ends |  |  |
|  |  |  | 12 |  | player currently owns more than one of those cards | The player is asked to choose which to apply the decrement to, then ends his/her turn |  |  |
|  |  |  | 14 | Donate money for community development (random amount) | Player gets this card | The player will pay a random amount of money to the bank |  |  |
|  |  |  | 15 | Pay taxes (random amount) | Player gets this card | The player will pay a random amount of money to the bank |  |  |
|  |  |  | 16 | Get out of jail free | Player uses get out of jail card when in jail | Player does not pay the $50 fine next turn. | Player does not pay the $50 fine next turn. | P |
|  |  |  | 17 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player has enough money to purchase property. | Player travels to random property and purchases it. | Player travels to random property and purchases it. | P |
|  |  |  | 18 |  | Player does not have enough money to purchase it. | Player travels to random property and does nothing. | Player travels to random property and does nothing. | P |
|  |  |  | 19 |  | Player travels to property and passes over start. | Player travels to property without collecting money from start and can purchase property if funds are enough. | Player travels to property without collecting money from start and can purchase property if funds are enough. | P |
|  |  |  | 20 |  | Player travels to property owned by other player. | Player pays rent. | Player pays rent. | P |
|  |  |  | 21 |  | Player travels to property already owned by player. | Player is prompted to trade. | Player is prompted to trade. | P |

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|  |  |  | 22 | Go to nearest utility. If unowned, you may buy from the bank;  otherwise throw dice and pay owner 10 times the value of the dice. | Player can pay for the utility. | Player travels to utility and purchases it. | Player travels to utility and purchases it. | P |
|  |  |  | 23 |  | Player can’t pay for the utility. | Player travels to utility and does nothing. | Player travels to utility and does nothing. | P |
|  |  |  | 24 |  | Player lands on utility owned by other player. | Player pays 10 times a dice roll. | Player pays 10 times a dice roll. | P |
|  |  |  | 25 | Go to nearest railroad. If unowned, you may buy from the bank;  otherwise pay rent. | Player can pay for the railroad. | Player travels to railroad and purchases it. | Player travels to railroad and purchases it. | P |
|  |  |  | 26 |  | Player can’t pay for the railroad. | Player travels to railroad and does nothing. | Player travels to railroad and does nothing. | P |
|  |  |  | 27 |  | Player lands on railroad owned by other player. | Player travels to railroad and pays rent. | Player travels to railroad and pays rent. | P |
|  |  |  | 28 | Congratulations! Bank pays dividend of $50 | Player gets this card. | Player gets $50. | Player gets $50. | P |
|  |  |  | 29 |  | Player gets this card and bank does not have enough money to pay for 50. | Player gets the remaining balance of the bank and the game ends. | Player gets the remaining balance of the bank and the game ends. | P |
|  |  |  | 30 | Tax refund. Collect $100 from the bank. | Player gets this card. | Player gets $100. | Player gets $100. | P |

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|  |  |  | 31 |  | Player gets this card and bank does not have enough money to pay for 100. | Player gets the remaining balance of the bank and the game ends. | Player gets the remaining balance of the bank and the game ends. | P |
|  |  |  | 32 | Advance to START, collect $200. | Player gets this card. | Player travels to start and gets 200. | Player travels to start and gets 200. | P |
|  |  |  | 33 |  | Player gets this card and bank does not have enough money to pay for 200. | Player moves to start and gets the remaining balance of the bank and the game ends. | Player moves to start and gets the remaining balance of the bank and the game ends. | P |
|  |  |  | 34 | It’s your birthday! Collect $300 gift money | Player gets this card. | Player gets $300. | Player gets $300. | P |
|  |  |  | 35 |  | Player gets this card and bank does not have enough money to pay for 300. | Player gets the remaining balance of the bank and the game ends. | Player gets the remaining balance of the bank and the game ends. | P |
|  |  |  | 36 | You won the competition, collect $150 prize money. | Player gets this card. | Player gets $150. | Player gets $150. | P |
|  |  |  | 37 |  | Player gets this card and bank does not have enough money to pay for 150. | Player gets the remaining balance of the bank and the game ends. | Player gets the remaining balance of the bank and the game ends. | P |