Community

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| triggerEvent() | gameBoard – GameBoard object which contains the different game elements  player – Player which landed on the Utility | This method taxes the Player when landed on | 1 | Player landed on Community and player has enough money to pay. Player has $100 | Player pays $50 to the bank.  The string summary of the event is returned. | Player pays $50 to the bank.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player landed on Community and player does not enough money to pay. Player has $40 | Player pays $40 to the bank. Game ends.  The string summary of the event is returned. | Player pays $40 to the bank. Game ends.  The string summary of the event is returned. | P |
|  |  |  | 3 | Player landed on Community and player has exactly enough money to pay. Player has $50 | Player pays $50 to the bank.  The string summary of the event is returned. | Player pays $50 to the bank.  The string summary of the event is returned. | P |