Player

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getProperties() | - | Getter for the Player’s Ownables | 1 | Player owns 3 Properties, 2 Railroads, and 1 Utility | Returns all these 6 Ownables | Returns all these 6 Ownables | P |
| getCards() | - | Getter for the cards on hand (One card at a time, first card always) | 1 | Player has a card | Returns the arrayList of cards | Returns the arrayList of cards | P |
| getPosition() | - | Getter for Current Position | 1 | Player is at space 21 | Returns (int )21 | Returns (int )21 | P |
| getLastRoll() | - | Getter for the last roll value | 1 | Player last rolled a 2 | Returns (int) 2 | Returns (int) 2 | P |
| getJail() | - | Getter for the is in jail checker | 1 | Player is in Jail | Returns true | Returns true | P |
| getChosen() | - | Getter for Player's chosen owned Property / Utility / Railroad | 1 | Player last zoomed in on Ylaya | Returns (Ownable) Ylaya | Returns (Ownable) Ylaya | P |
| getOnlyProperty() | - | Getter for the Player's properties that the Player has | 1 | Player owns Ylaya, Electric, North | Returns arrayList containing Ylaya | Returns arrayList containing Ylaya | P |
| getOnlyPropertyRenovate() | - | Getter for the Player's properties that 1the Player can | 1 | Player owns Ylaya (Player has enough mondey to renovate this property), 5th Avenue (Player is not able to renovate this), Electric, North | Returns arrayList containing Ylaya | Returns arrayList containing Ylaya | P |
| getOnlyUtility() | - | Getter for the Player's utilities that the Player has | 1 | Player owns Ylaya, Electric, North | Returns arrayList containing Electric | Returns arrayList containing Electric | P |
| getOnlyRailroad() | - | Getter for the Player's railroad that the Player has | 1 | Player owns Ylaya, Electric, North | Returns arrayList containing North | Returns arrayList containing North | P |
| setPosition() | nRoll – number of spaces the token moves | Setter for the Player’s position | 1 | Player rolls a 1 | Player moves 1 space | Player moves 1 space | P |
| setJail() | Value – Jail status of the Player | Setter for the Player’s jail status. Changes status of Player’s jail status based on parameter | 1 | Player is now free from Jail | Set’s Player’s Jail status to false | Set’s Player’s Jail status to false | P |
| setChosen() | Chosen – Player’s chosen Ownable | Setter for Player’s chosen owned Property / Utility / Railroad | 1 | Player chooses Ylaya | Set’s Player’s chosen property to Ylaya | Set’s Player’s chosen property to Ylaya | P |
| addCard() | Card – card that was drawn and kept on-hand | Adds a card on hand | 1 | Player draws a card (i.e. Get out of Jail free) | The user keeps it since it is not yet usable | The user keeps it since it is not yet usable | P |
| isOwnedProperty() | gameboard – GameBoard where the Players are playing on | Checks if the landed Property is owned by that Player | 1 | Player owns that Property | Returns true | Returns true | P |
|  |  |  | 2 | Player does not own that Property | Returns false | Returns false | P |
| isFree() | gameboard – GameBoard where the Players are playing on | Checks if the landed Ownable space is owned by anybody | 1 | The landed tile is free to purchase | Returns true | Returns true | P |
|  |  |  | 2 | The landed tile is owned by someone | Returns false | Returns false | P |
| isOwnedProperty() | gameboard – GameBoard where the Players are playing on | Checks if the landed Railroad/ Utility is owned by that Player | 1 | Player owns that Railroad/ Utility | Returns true | Returns true | P |
|  |  |  | 2 | Player does not own that Railroad/ Utility | Returns false | Returns false | P |
| isMine() | gameboard – GameBoard where the Players are playing on | Checks if the landed Ownable is owned by that Player | 1 | Player owns that Ownable tile | Returns true | Returns true | P |
|  |  |  | 2 | Player does not own that Ownable Tile | Returns false | Returns false | P |
| roll() | gameboard – GameBoard where the Players are playing on | This method rolls a die that produces a random value from 1-6 and moves player based on that. Afterwards, the user is presented with possible actions. | 1 | Dice roll moves player past start. | Player is given $200 by the bank. Properties passed over also have their foot traffic incremented. | Player is given $200 by the bank. Properties passed over also have their foot traffic incremented. | P |
|  |  |  | 2 | Dice roll moves player onto random land.  Player lands on a Property | Actions that are available for the Player to do is shown (Maybe purchase, pay rent, or end turn) | Actions that are available for the Player to do is shown (Maybe purchase, pay rent, or end turn) | P |
|  |  |  | 3 | Player is in jail before dice roll. | Player is fined $50 before moving next turn. | Player is fined $50 before moving next turn. | P |
|  |  |  | 4 | Player is fined and cannot pay.  Player Money: $30  Jail Fine: $50 | Player pays $30 becomes bankrupt and the game ends. | Player pays $30 becomes bankrupt and the game ends. | P |
|  |  |  | 5 | Dice roll moves player past different lands of property type. | The different properties’ foot traffic is incremented. | The different properties’ foot traffic is incremented. | P |
| action() | gameboard – GameBoard where the Players are playing on | This method calls the appropriate methods for the different types of land in the board. | 1 | Player lands at income/luxury space | Player pays the tax computed by triggerEvent() | Player pays the tax computed by triggerEvent() | P |
|  |  |  | 2 | Player lands at chance space | Player gets a card due to triggerEvent() | Player gets a card due to triggerEvent() | P |
|  |  |  | 3 | Player lands at jail | Player is fined $50 at the start of his next turn due to triggerEvent() | Player is fined $50 at the start of his next turn due to triggerEvent() | P |
|  |  |  | 4 | Player lands at start | Bank pays players $200 due to triggerEvent() | Bank pays players $200 due to triggerEvent() | P |
|  |  |  | 5 | Player lands at community space | Player pays $50 to bank due to triggerEvent() | Player pays $50 to bank due to triggerEvent() | P |
|  |  |  | 6 | Player lands at free parking | Player’s turn ends due to triggerEvent() | Player’s turn ends due to triggerEvent() | P |
| purchase() | gameboard – GameBoard where the Players are playing on | This method purchases the land that the user is currently on | 1 | Player lands at Ylaya (which is free to purchase) | Land is purchased, owner is set to the player that purchased, and is added to player’s list of properties. | Land is purchased, owner is set to the player that purchased, and is added to player’s list of properties. | P |
| develop() | gameboard – GameBoard where the Players are playing on | This method develops the land that the | 1 | Player lands at Ylaya (which is eligible to develop by the Player) | Property is developed. Development level incremented by 1. Foot traffic is unchanged. | Property is developed. Development level incremented by 1. Foot traffic is unchanged. | p |
| eligibleDev() | gameboard – GameBoard where the Players are playing on | This method checks if the property player is on is eligible for development | 1 | Rent collected in property is enough and foot traffic for property is reached. Player also has enough funds. | Returns true | Returns true | P |
|  |  |  | 2 | Rent collected in property is enough but foot traffic for property has not been reached. Player also has enough funds. | Returns true | Returns true | P |
|  |  |  | 3 | Rent collected and foot traffic is not sufficient for it to be eligible, but player has enough funds for development | Returns false | Returns false | P |
|  |  |  | 4 | Rent collected in property is enough and/or foot traffic for property is reached but player does not have enough funds for development | Returns false | Returns false | P |
| trade() | gameboard – GameBoard where the Players are playing on | Trades properties with chosen player’s property | 1 | Player chooses player to trade with, property they will give, and property which they want from other player. | The owners of both properties are swapped and are removed/added to their new owner’s properties list. | The owners of both properties are swapped and are removed/added to their new owner’s properties list. | p |