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 |  |  |