GameBoard

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| isCompleteSet() | Player – player that will be checked for complete sets | This method counts and checks a player’s owned properties for full sets | 1 | Player has only one full set | Returns False | Returns False | P |
|  |  |  | 2 | Player has no full sets | Returns false | Returns false | P |
|  |  |  | 3 | Player has 2 full sets | Returns true | Returns true | P |
| initializeCards() | N/A | This method shuffles the chance cards | 1 | Function is called at the start of the game | Cards are initialized and are shuffled | Cards are initialized and are shuffled | P |
| drawChance() | N/A | This method gets a chance card from the cards arrayList | 1 | Player lands on a chance tile and this method gets called | A random chance card is drawn | A random chance card is drawn | P |
| addCardDiscard() | Card – card that will be placed in used cards pile | This method is for handling used chance cards | 1 | Player uses a chance card | This method is called, and the used card is now in a discarded pile (to be shuffled when the chance pile is empty) | This method is called, and the used card is now in a discarded pile (to be shuffled when the chance pile is empty) | P |
| initializeLand() | N/A | This method initializes the land with players’ preference in mind. Corner tiles are randomized in order but are already fixed in the board | 1 | Function is called at the start of the game | Lands are made and corner tiles are rightfully placed | Lands are made and corner tiles are rightfully placed | P |
| initializePlayers() | N/A | This method initializes the players that will be playing | 1 | Function is called at the start of the game | Players have been initialized and registered for the game | Players have been initialized and registered for the game | P |
| checkForWin() | N/A | This method gets called every turn to check if there is already a winner | 1 | A player gets a full set | Returns true, ending the game | Returns true, ending the game | P |
|  |  |  | 2 | The bank goes bankrupt | Returns true, ending the game | Returns true, ending the game | P |
|  |  |  | 3 | A player goes bankrupt | Returns true, ending the game | Returns true, ending the game | P |
|  |  |  |  |  |  |  | P |
| playGame() | N/A | This method starts the game and keeps the game going until a winner / loser has been declared | 1 | Function is called at to start the game | Game will go on until a winner / loser has been declared | Game will go on until a winner / loser has been declared | P |
| endResults() | N/A | This method shows the tally of the results of the game ones it has ended | 1 | A winner / loser has already been declared | The method will show the tally of the results of the players | The method will show the tally of the results of the players | P |