GameBoard

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getRent() | Player – player that will pay the rent | This method handles all rent computation | 1 | [Railroad]  The player lands on a railroad tile whose owner owns all three of them | The player is charged 150$ | The player is charged 150$ | P |
|  |  |  | 2 | [Railroad]  The player lands on a railroad tile whose owner owns two out of three | The player is charged 50$ | The player is charged 50$ | P |
|  |  |  | 3 | [Railroad]  The player lands on a railroad tile whose owner owns one out of three | The player is charged 25$ | The player is charged 25$ | P |
|  |  |  | 4 | [Utility]  The player lands on a utility tile whose owner owns one out of two |  |  |  |
|  |  |  | 5 |  |  |  |  |