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() | GameBoard – object which contains the different game elements  Player – the player which will receive the card’s effect | This method uses the card on the player. | 1 | Get out of jail free | Player uses get out of jail card when in jail | Player does not pay the $50 fine next turn. | Player does not pay the $50 fine next turn. | P |
|  |  |  | 2 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player has money to purchase property. | Player travels to random property and purchases it. | Player travels to random property and purchases it. | P |
|  |  |  | 3 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player does not have money to purchase it. | Player travels to random property and does nothing. | Player travels to random property and does nothing. | P |
|  |  |  | 4 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player travels to property and passes over start. | Player travels to property without collecting money from start and can purchase property if funds are enough. | Player travels to property without collecting money from start and can purchase property if funds are enough. | P |
|  |  |  | 5 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player travels to property owned by other player. | Player pays rent. | Player pays rent. | P |
|  |  |  | 6 | Proceed to property, do not collect money when passed START.  You may buy the property if unowned, pay rent, or propose trade. | Player travels to property already owned. | Player is prompted to trade. | Player is prompted to trade. | P |
|  |  |  | 7 | Go to nearest utility. If unowned, you may buy from the bank;  otherwise throw dice and pay owner 10 times the value of the dice. | Player can pay for the utility. | Player travels to utility and purchases it. | Player travels to utility and purchases it. | P |
|  |  |  | 8 | Go to nearest utility. If unowned, you may buy from the bank;  otherwise throw dice and pay owner 10 times the value of the dice. | Player can’t pay for the utility. | Player travels to utility and does nothing. | Player travels to utility and does nothing. | P |
|  |  |  | 9 | Go to nearest utility. If unowned, you may buy from the bank;  otherwise throw dice and pay owner 10 times the value of the dice. |  |  |  | P |
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