Land

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| triggerEvent() | player – player that will take the action  gameboard - is the game board which contains all the information about the game | This method handles the action of the player that doesn’t require user decision (i.e. Rent, Chance Card) | 1 | The player lands on a property / railroad / utility wherein he needs to pay rent | This method will call getRent() to compute the price to pay and transfer the money | This method will call getRent() to compute the price to pay and transfer the money | P |
|  |  |  | 2 | The player lands on a chance tile | This method will get a card and checks if this card is to be automatically used or can be kept for future use | This method will get a card and checks if this card is to be automatically used or can be kept for future use | P |
|  |  |  | 3 | The player lands on a luxury tile | This method will ask the player to pay 75$ | This method will ask the player to pay 75$ | P |
|  |  |  | 4 | The player lands on income tile | This method will ask the player to pay 200$ or 10%, whichever is higher | This method will ask the player to pay 200$ or 10%, whichever is higher | P |
|  |  |  | 5 | The player lands on corner tile | This method will have certain events activated depending which corner the player lands in (i.e. Community service – pay 50$) | This method will have certain events activated depending which corner the player lands in (i.e. Community service – pay 50$) | P |
| 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$ (by calling getTax() ) | The player is charged 150$ (by calling getTax() ) | P |
|  |  |  | 2 | [Railroad]  The player lands on a railroad tile whose owner owns two out of three | The player is charged 50$ (by calling getTax() ) | The player is charged 50$ (by calling getTax() ) | P |
|  |  |  | 3 | [Railroad]  The player lands on a railroad tile whose owner owns one out of three | The player is charged 25$ (by calling getTax() ) | The player is charged 25$ (by calling getTax() ) | P |
|  |  |  | 4 | [Utility]  The player lands on a utility tile whose owner owns two out of two | Dice Rolled is multiplied by 4 then charges the result to the player (by calling getTax() ) | Dice Rolled is multiplied by 4 then charges the result to the player (by calling getTax() ) | P |
|  |  |  | 5 | [Utility]  The player lands on a utility tile whose owner owns one out of two | Dice Rolled is multiplied by 10 then charges the result to the player (by calling getTax() ) | Dice Rolled is multiplied by 10 then charges the result to the player (by calling getTax() ) | P |
| getTax() | Player – player that will pay the tax | The method will return the proper rate of tax to be applied | 1 | Player lands on a luxury tile | Returns 75$ | Returns 75$ | P |
|  |  |  | 2 | Player lands on a income tile | Depending on which is larger, the method will return that (either 10% of the players cash or 200$) | Depending on which is larger, the method will return that (either 10% of the players cash or 200$) | P |
| setMultiplier() | Multiplier – multiplier percentageto stack | Adds multiplier from parameter unto the multiplier of the rent for the land | 1 | The player gets a chance card that lets it increase / decrease the multiplier of a property of his | That specific property now has an updated rent multiplier | That specific property now has an updated rent multiplier | P |
| setOwner() | Player – player that will get the new property | Sets the owner of the property to specified player | 1 | The player offers a trade, transferring ownership in the process | That property has now changed owner | That property has now changed owner | P |