Property

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | [Property]  The player lands on a property whose owner owns only one of its kind (without development) | Rent is calculated as shown in property list specifications | Rent is calculated as shown in property list specifications | P |
|  |  |  | 2 | [Property]  The player lands on a property whose owner owns two of its kind (without development) | Rent is calculated as shown in property list specifications with an additional 10$ | Rent is calculated as shown in property list specifications with an additional 10$ | P |
|  |  |  | 3 | [Property]  The player lands on a property whose owner owns three of its kind (without development) | Rent is calculated as shown in property list specifications with an additional 20$ | Rent is calculated as shown in property list specifications with an additional 20$ | P |
|  |  |  | 4 | [Property]  The player lands on a property whose owner owns only one of its kind (with development) | Rent is calculated as shown in property list specifications (Under the right development) | Rent is calculated as shown in property list specifications (Under the right development) | P |
|  |  |  | 5 | [Property]  The player lands on a property whose owner owns two / three of its kind (with development) | Rent is calculated as shown in property list specifications (Under the right development) then is added with 10$ / 20$ depending on how many the owner owns | Rent is calculated as shown in property list specifications (Under the right development) then is added with 10$ / 20$ depending on how many the owner owns | P |
| addFootTraffic() | N/A | This function adds foot traffic to all owned properties as the token passed by them | 1 | Player’s token passes by 5 owned properties in the board | Those 5 tokens, regardless of who owns it, will add foot traffic count | Those 5 tokens, regardless of who owns it, will add foot traffic count | P |
| setDoubleRent() | Val – value set the double rent variable to | Changes the variable whether if a double rent card is applied | 1 | Player gets a chance card that doubles the rent of a property of his (this method is called inside a Card class) | The rent of the property chosen is now under double rent | The rent of the property chosen is now under double rent | P |
| setDevelopment() | N – value to add in development (Development is in a array as basis of the game) | A property of the player is upgraded one tier up after calling this method | 1 | Player lands on his own property and chooses to develop it (this method is called inside Property / Card class) | The property is developed one tier up | The property is developed one tier up | P |
| setRentColletcted() | N – the value to add to property development | Rent collected tracker in that property is updated | 1 | Someone pays rent to the owner of the property | The rent collected tracker is updated for that property | The rent collected tracker is updated for that property | P |