Ownable

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| setOwner() | owner – Player which will own the Ownable | This method sets the owner of an Ownable to the Player in the parameter | 1 | The method is called on an Ownable | The Player in the parameter now owns the Ownable. | The Player in the parameter now owns the Ownable. | P |