People

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| giveMoney() | receiver - People that will receive the money  amount – amount of money to be paid to People | Deducts money from People and gives it to the receiver | 1 | [Player]  Player has greater than or equal amount needed  Amount to be paid: 100$  Amount on-hand: 100$ | Player pays 100$ and game continues  Returns true | Player pays 100$ and game continues  Returns true | P |
|  |  |  | 2 | [Player]  Player does not have enough money to pay  Amount to be paid: 100$  Amount on-hand: 90$ | Player pays 90$ and the game ends  Returns false | Player pays 90$ and the game ends  Returns false | P |
|  |  |  | 3 | [Bank]  Bank has greater than amount needed  Amount to be paid: 100$  Amount on Bank: 110$ | Bank pays 110$ and game continues  Returns true | Bank pays 110$ and game continues  Returns true | P |
|  |  |  | 4 | [Bank]  Bank has the exact amount needed to pay  Amount to be paid: 100$  Amount in Bank: 100$ | Bank pays 100$ and game ends because the bank is out of cash  Returns false | Bank pays 100$ and game ends because the bank is out of cash  Returns false | P |
|  |  |  | 5 | [Bank]  Player does not have enough money to pay  Amount to be paid: 100$  Amount in Bank: 90$ | Bank pays 90$ and game ends because the bank is out of cash  Returns false | Bank pays 90$ and game ends because the bank is out of cash  Returns false | P |
| receiveMoney() | amount – amount of money to be received | Receives money | 1 | [People]  People receives the money  Amount received:  100$ | People receives 100$ | People receives 100$ | P |