Chance

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| triggerEvent() | gameBoard – GameBoard object which contains the different game elements  player – Player which landed on the Utility | This method gives Player a Card from the gameboard | 1 | Player landed on Chance. | Player is given a card from gameBoard.  The string summary of the event is returned. | Player is given a card from gameBoard.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player landed on Chance. There are no more chance Cards in the card pile. | GameBoard shuffles Cards from discard pile back into card pile. Player is then given a Card from new card pile.  The string summary of the event is returned. | GameBoard shuffles Cards from discard pile back into card pile. Player is then given a Card from new card pile.  The string summary of the event is returned. | P |