GameBoard

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getPlayers() | - | This method returns the Player[] inside the GameBoard. | 1 | GameBoard contains 3 Player objects in the array. | Returns the array with 3 Player objects | Returns the array with 3 Player objects | P |
| getLand() | - | This method returns the ArrayList<Land> land in the GameBoard. | 1 | GameBoard contains the 32 spaces of Land in an ArrayList<Land> | Returns the ArrayList<Land> with the 32 Land objects. | Returns the ArrayList<Land> with the 32 Land objects. | P |
| getBank() | - | This method returns the People bank object in the GameBoard | 1 | GameBoard contains a People bank. | Returns the People bank. | Returns the People bank. | P |
| getIsWin() | - | This method returns the game state of the GameBoard. If the game is ongoing it returns false, otherwise it returns true. | 1 | GameBoard game is ongoing. | Return true. | Return true. | P |
|  |  |  | 2 | GameBoard game has ended. | Returns false | Returns false. | P |
| getEvents() | - | This method returns the ArrayList<String> which contains the details of the events that have happened inside the GameBoard. | 1 | GameBoard does not contain any events yet. | Returns an empty ArrayList<String> | Returns an empty ArrayList<String> | P |
|  |  |  | 2 | GameBoard has progressed and the players have played and are playing the game. | Returns an ArrayList<String> of the events thus far. | Returns an ArrayList<String> of the events thus far. | P |
| setIsWin() | value – Boolean to set | This method sets the state of the GameBoard based on the parameter. | 1 | Method is called to set the IsWin state to true. | GameBoard IsWin is now true. | GameBoard IsWin is now true. | P |

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| setLand() | newLand – ArrayList<Land> to set to the Land stored inside the GameBoard | This method sets the ArrayList<Land> provided in the parameter to the ArrayList<Land> in the GameBoard | 1 | Method is called to set a new ArrayList<Land> to the GameBoard. | The previous arrangement of Land is removed. The new ArrayList<Land> provided becomes the new ArrayList<Land> in the Board. | The previous arrangement of Land is removed. The new ArrayList<Land> provided becomes the new ArrayList<Land> in the Board. | P |
| initializeLand() | - | This method creates the Land objects to be used as the spaces on the board. | 1 | The method is called when a GameBoard object is created. | The 31 Land objects are created and are returned as an ArrayList<Land>. | The 31 Land objects are created and are returned as an ArrayList<Land>. | P |
| randomizeLand() | - | This method shuffles positions the ArrayList<Land> which stores the spaces on the board. The shuffle maintains the positions of the four corners while everything else is shuffled. | 1 | The method is called when the players choose to randomize the board they will play on. | The Land objects inside the ArrayList<Land> are shuffled. | The Land objects inside the ArrayList<Land> are shuffled. | P |
| initializeCards() | - | This method creates the Card objects that will be used by the Players on the board | 1 | The method is called when a GameBoard object is created. | 28 Card objects are created with a random arrangement of cards per Card group. | 28 Card objects are created with a random arrangement of cards per Card group. | P |
| initializePlayers() | strPlayers – ArrayList<String> which contains the String names of the players of the game | This method uses the ArrayList from the parameter to initialize the bank, and the Player objects. Afterwards, their turn order is randomized. | 1 | The method is called when the players have supplied their in-game names. | The corresponding Player objects are created which will play in the game. Their orders are also randomized. | The corresponding Player objects are created which will play in the game. Their orders are also randomized. | P |
| isCompleteSet() | - | This method checks the owned Ownables of the Players. It returns true if a player has reached two full sets. It returns false otherwise. | 1 | The method is called with no player having 2 complete sets. | The method returns false. | The method returns false. | P |
|  |  |  | 2 | The method is called and a player has 1 complete sets. | The method returns false. | The method returns false. | P |
|  |  |  | 3 | The method is called and a player has 2 complete sets. | The method returns true. | The method returns true. | P |
| drawChance() | - | This method returns a Card drawn from the card pile. If the card pile is empty then it shuffles the discard pile into the card pile and draws. | 1 | The method is called and the card pile is not empty. | The drawn Card is returned. | The drawn Card is returned. | P |
|  |  |  | 2 | This method is called and the card pile is empty. | The discard pile is shuffled into the card pile. Afterwards, a Card is returned. | The discard pile is shuffled into the card pile. Afterwards, a Card is returned. | P |
| addCardDiscard() | card – Card to be added to the discard pile. | This method adds a Card to the discard pile. | 1 | This method is called with a Card passed in the parameter. | The Card passed in the parameter is added to the discard pile. | The Card passed in the parameter is added to the discard pile. | P |