GameBoard

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| initializeLand() | N/A | 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() | N/A | 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() | N/A | 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() | N/A | 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() | N/A | 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 |