Property

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getColor() | - | This method returns the String color of the Property | 1 | The method is called on Almond Drive. | The method returns Silver. | The method returns Silver. | P |
| getDetails() | - | This method returns the double[] of attributes associated with said Property. | 1 | This method is called on Almond Drive. | The method returns a double[] which contains the attributes of the Property. | The method returns a double[] which contains the attributes of the Property. | P |
| getDevelopment | - | This method returns the development level of a Property. | 1 | This method is called on Almond Drive. Almond Drive is undeveloped. | The method returns 0. | The method returns 0. | P |
|  |  |  | 2 | The method is called on Almond Drive. Almond Drive has a hotel. | The method returns 5. | The method returns 5. | P |
| getFootTraffic() | - | This method returns the foot traffic of a Property | 1 | This method is called on Kasoy Street. Kasoy Street has no foot traffic. | The method returns 0. | The method returns 0. | P |
|  |  |  | 2 | This method is called on Kasoy Street. Kasoy Street has 9 foot traffic. | The method returns 9. | The method returns 9. | P |
| getRentCollected() | - | The method returns the amount of rent the Property has collected. | 1 | This method is called on Kasoy Street. Kasoy Street has no rent collected. | The method returns 0. | The method returns 0. | P |
|  |  |  |  | This method is called on Kasoy Street. Kasoy Street has collected $8. | The method returns 8. | The method returns 8. | P |
| setRentCollected() | n – int amount of rent to be added to the collected rent | The method adds the accumulated rent from the parameter to the Property’s rent collected attribute. | 1 | The method is called to add 120 rent collected to Ventura Street. Ventura Street currently has 200 rent collected. | Ventura Street now has 320 rent collected. | Ventura Street now has 320 rent collected. | P |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| setDevelopment() | n – int amount of development to be added to the property | The method increments the Property’s development level by the amount specified in the parameter. | 1 | The method is called to add 1 development level to Ventura Street. Ventura Street is currently at development level 3. | Ventura Street is now at development level 4. | Ventura Street is now at development level 4. | P |
| getRent() | player – Player which landed on the Utility | This method calculates the rent of a given Railroad based on the number of Railroad the owner has and the multipliers on the Railroad. | 1 | Player lands on a Railroad and owner owns one Property of the Green color. Property stepped on is Madison. | Method returns 14 | Method returns 14 | P |
|  |  |  | 2 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. | Method returns 24 | Method returns 24 | P |
|  |  |  | 3 | Player lands on a Railroad and owner owns three Property of the Green color. Property stepped on is Madison. | Method returns 34 | Method returns 34 | P |
|  |  |  | 4 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison has a double rent multiplier. | Method returns 48 | Method returns 48 | P |
|  |  |  | 5 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison has a 50% rent multiplier from renovation. | Method returns 36 | Method returns 36 | P |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | 6 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison has an increase 10% rent multiplier | Method returns 26.4 | Method returns 26.4 | P |
|  |  |  | 7 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison has a decrease 10% rent multiplier from dilapidated houses. | Method returns 21.6 | Method returns 21.6 | P |
|  |  |  | 8 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison is at development level 5 (Hotel). | Method returns 960 | Method returns 960 | P |
|  |  |  | 9 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison is at development level 5 (Hotel). Madison has a double rent multiplier. | Method returns 1920 | Method returns 1920 | P |
|  |  |  | 10 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison is at development level 5 (Hotel). Madison has a 50% rent multiplier from renovation. | Method returns 1455 | Method returns 1455 | P |
|  |  |  | 11 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison is at development level 5 (Hotel). Madison has an increase 10% rent multiplier | Method returns 1067 | Method returns 1067 | P |
|  |  |  | 12 | Player lands on a Railroad and owner owns two Property of the Green color. Property stepped on is Madison. Madison is at development level 5 (Hotel). Madison has a decrease 10% rent multiplier from dilapidated houses. | Returns 873 | Returns 873 | P |
| triggerEvent() | gameBoard –GameBoard object which contains the different game elements  player – Player which landed on the Property | This method deducts the price of the rent from the Payer that landed on it. | 1 | Player landed on Madison and has enough money for rent. Rent is $14. Player has $1000 | Player pays $14 to the owner.  The string summary of the event is returned. | Player pays $14 to the owner.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player landed on Madison and does not enough money for rent. Rent is $14. Player only has $1 | Player pays owner $40 and game ends.  The string summary of the event is returned. | Player pays owner $40 and game ends.  The string summary of the event is returned. | P |
|  |  |  | 3 | Player landed on Madison and has enough money for rent. Rent is $28. Madison has double Rent applied. Player has $1000 | Player pays $28 to the owner. The double rent card is returned to the game board.  The string summary of the event is returned. | Player pays $28 to the owner. The double rent card is returned to the game board.  The string summary of the event is returned. | P |