Railroad

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| getRent() | player –Player which landed on the Railroad | This method calculates the rent of a given Railroad based on the number of Railroads the owner has and the multipliers on the Railroad. | 1 | Player lands on a Railroad and owner owns one Railroad. | Method returns 25 | Method Returns 25 | P |
|  |  |  | 2 | Player lands on a Railroad and owner owns two Railroads. | Method returns 50 | Method returns 50 | P |
|  |  |  | 3 | Player lands on a Railroad and owner owns three Railroads. | Method returns 150 | Method returns 150 | P |
|  |  |  | 4 | Player lands on a Railroad and owner has two Railroads and an increase 10% rent multiplier. | Method returns 55 | Method returns 55 | P |
|  |  |  | 5 | Player lands on a Railroad and owner has three Railroads and a decrease 10% rent multiplier. | Method returns 165 | Method returns 165 | P |
| triggerEvent() | gameBoard –GameBoard object which contains the different game elements  player – Player which landed on the Railroad | This method deducts the price of the rent from the Payer that landed on it. | 1 | Player landed on Railroad and has enough money for rent. Rent is $50. Player has $1000 | Player pays $50 to the owner.  The string summary of the event is returned. | Player pays $50 to the owner.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player landed on Railroad and does not enough money for rent. Rent is $50. Player only has $40 | 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 Railroad and has exactly enough money for rent. Rent is $50. Player has $1000 | Player pays $50 to the owner.  The string summary of the event is returned. | Player pays $50 to the owner.  The string summary of the event is returned. | P |