Tax

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| 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 Tax Space | This method deducts the price of the Tax space from the player that landed on it. | 1 | Player lands on Luxury Tax Space and Player has enough money to pay. | Player pays $75 to the bank.  The string summary of the event is returned. | Player pays $75 to the bank.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player lands on Luxury Tax Space and Player does not have enough money to pay. Player has $60 | Player pays $60 to the bank and game ends.  The string summary of the event is returned. | Player pays his remaining money to the bank and game ends.  The string summary of the event is returned. | P |
|  |  |  | 3 | Player lands on Income Tax Space and Player has enough money to pay. 10% of Player’s money is less than $200. Player has $300 | Player pays $200 to the bank.  The string summary of the event is returned. | Player pays $200 to the bank.  The string summary of the event is returned. | P |
|  |  |  | 4 | Player lands on Income Tax Space and Player has enough money to pay. 10% of Player’s money is more than or equal to $200. Player has $3000 | Player pays $300 to the bank.  The string summary of the event is returned. | Player pays $300 to the bank.  The string summary of the event is returned. | P |
|  |  |  | 5 | Player lands on Income Tax Space and Player does not have enough money to pay. Player has $100 | Player pays $100 and game ends.  The string summary of the event is returned. | Player pays $100 and game ends.  The string summary of the event is returned. | P |