Start

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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 Utility | This method gives Player $200 from bank when passed or stepped on. | 1 | Player passed by or landed on Start and Bank has more than $200. Bank has $400 | Bank pays player $200.  The string summary of the event is returned. | Bank pays player $200.  The string summary of the event is returned. | P |
|  |  |  | 2 | Player passed by or landed on Start and Bank has less than $200. Bank has $180 | Bank pays $ 200 and the game ends.  The string summary of the event is returned. | Bank pays $ 200 and the game ends.  The string summary of the event is returned. | P |
|  |  |  | 3 | Player passed by or landed on Start and Bank has exactly $200. Bank has $180 | Bank pays $ 200 and the game ends.  The string summary of the event is returned. | Bank pays $ 200 and the game ends.  The string summary of the event is returned. | P |