# Test Scenarios

## General Tests

* Verify that the correct player was added to the roster.
* Verify that player’s number corresponds to their position and when they were added.
* ~~Verify that the current player and their roll correspond with each other.~~
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* Verify that the game cannot be played with less than 2 players.
* Verify that the game can be played with 2 or more players.
* Verify that the question will be incremented every time the category is called upon.
* ~~Verify that the correct player has been added to the list of players.~~
* Verify that the position (places) of a new player added is 0.
* Verify that the purse of a new player added is 0.
* Verify that a new player does not start inside of the penalty box.

## Roll In Penalty Box

* Verify that (in penalty box) rolling an odd number will set the penalty box variable to True.
* Verify that (in penalty box) rolling an even number will set the penalty box variable to False.
* ~~Verify that (in penalty box) an odd roll will get someone that is in the penalty box, out of it.~~
* Verify that (in penalty box) a roll will be added to the current position of the player (+=)
* Verify that (in penalty box) rolling more than an 11 will result in the board resetting and starting from the beginning with the additional positional increases from the roll. i.e., being on 11 and rolling a 4 will result in a new position of 3.
* ~~Verify that (in penalty box) rolling an even number will not result in getting out of the penalty box.~~
* ~~Verify that (in penalty box) rolling an odd number will set the penalty box variable to false.~~

## Roll Out of Penalty Box

* ~~Verify that (out of the penalty box) a roll will be added to the current position of the player (+=)~~
* ~~Verify that (out of the penalty box) rolling more than an 11 will result in the board resetting and starting from the beginning with the additional positional increases from the roll. i.e., being on 11 and rolling a 4 will result in a new position of 3.~~

## General Tests Cont.

* ~~Verify that a person’s position, is the culmination of their total rolls. Rolling 5 and then rolling 2, will have them at position 7.~~
* Verify that all positions on the board correspond to the correct categories:
  + 0 = Pop
  + 4 = Pop
  + 8 = Pop
  + 1 = Science
  + 5 = Science
  + 9 = Science
  + 2 = Sports
  + 6 = Sports
  + 10 = Sports
  + 3 = Rock
  + 7 = Rock
  + 11 = Rock
* Verify that all categories will result in the right question being asked.
* Verify that once a question is asked, it is popped from the stack.

## Correct Answer in Penalty Box

* Verify that if the getting out of penalty variable is true, the answer will be correct.
* Verify that if the getting out of penalty variable is false, nothing will happen, the player will not be rewarded.
* Verify that if the getting out of penalty variable is not true, it will move on to the next player.

## General Tests Cont.

* Verify that if the answer is correct, the current players purse will be rewarded with one coin added to their purse.
* ~~Verify that a player’s total coins are accurate to how many wins they have.~~
* ~~Verify that the correctly answered function will shift to the next player.~~
* Verify that if the current player’s index is the same value as the length of the list, it will restart the cycle of players at the index of 0. 3 players will be indexed as [0,1,2]; therefore, if the current player’s index is 3, it does not exist and must restart from 0.
* Verify that if a player has 6 coins in their purse, it will result in their victory.
* Verify that if a player has less than 6 coins, they do not win.

## Wrong Answer in Penalty Box

* Verify that a wrong answer will send a player to the penalty box.
* Verify that getting an answer wrong will move on to the next player.