

Test Cases

Severity level 1 = least severe

Severity level 5 = most severe

GENERAL SETUP FOR TESTCASES

System: Monopoly Android App Phase: 1

Instructions:

1. Install Monopoly Application on android device.
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Testcase 1001

System: Monopoly Android App Phase: 1

Test: Start Monopoly Application

Severity: 5

Instructions:

1. Open the Monopoly Application

Expected result:

1. The Monopoly Application starts and you are taken to the home screen

Cleanup: Stop the Monopoly Application

Testcase 1002

System: Monopoly Android App Phase: 1

Test: Start a Monopoly Game with 2 players

Severity: 5

Instructions:

1. Open the Monopoly Application, choose new game, select 2 players, enter player names and tokens for each player.

Expected result:

1. The Monopoly Application starts. After names and tokens are entered, a 2 player game is started, with the first player rolling to move.

Cleanup: Discard game, close the monopoly application.

GENERAL SETUP FOR TESTCASES

System: Monopoly Android App Phase: 2

Instructions:

1. Install Monopoly Application on android device. Setup a 2 player game. Get into various required game states.

Testcase 2001

System: Monopoly Android App Phase: 2
Test: Player rolls dice and moves
Severity: 5

Instructions:

1. Click roll dice.

Expected result:

1. The dice value should be of the value from 2 to 12. The players position on the board progresses the number of spaces the dice rolled.

Cleanup: Discard game and exit the monopoly application.

Testcase 2002

System: Monopoly Android App Phase: 2
Test: Player buys property
Severity: 5

Instructions:

1. Click roll dice. Click buy property.

Expected result:

1. The player lands on a bank owned property. The player gains ownership of the property. The proper amount is deducted from the players' money. The property appears in the players owned properties list.

Cleanup: Discard game and exit the monopoly application.

Testcase 2003

System: Monopoly Android App Phase: 2
Test: Player declines to buy property
Severity: 5

Instructions:

1. Click roll dice. Click decline to buy property.

Expected result:

1. The player lands on a bank owned property. The auction window then appears, waiting for specific player input.

Cleanup: Discard game and exit the monopoly application.

Testcase 2004

System: Monopoly Android App Phase: 2

Test: Property is auctioned
Severity: 5

Instructions:

1. Click roll dice. Click decline to buy property. Auction begins player bidding. Each player enters bid or declines to bid, until auction completes.

Expected result:

1. The player lands on a bank owned property. The auction begins and allows each player to bid or decline until no players are left. If the highest bid is \$0, the bank remains the properties owner. Otherwise the property is sold to the highest bidder. The highest bidder should have the bid amount deducted from their money. The property should appear in the list of players owned properties.

Cleanup: Discard game and exit the monopoly application.

Testcase 2005

System: Monopoly Android App Phase: 2
Test: Player pays rent
Severity: 3

Instructions:

1. Click roll dice.

Expected result:

1. The player lands on a player owned property. The amount of rent is deducted from the players' money.

Cleanup: Discard game and exit the monopoly application.

Testcase 2006

System: Monopoly Android App Phase: 2
Test: Player pays tax
Severity: 3

Instructions:

1. Click roll dice.

Expected result:

1. The player lands on luxury tax or income tax. The amount of tax is deducted from the players' money.

Cleanup: Discard game and exit the monopoly application.

Testcase 2007

System: Monopoly Android App Phase: 2
Test: Player lands on or passes GO
Severity: 3

Instructions:

1. Click roll dice.

Expected result:

1. Players roll moves the player onto the go space or past the go space. \$200 is added to the player's money.

Cleanup: Discard game and exit the monopoly application.

Testcase 2008

System: Monopoly Android App Phase: 2

Test: Player goes to jail

Severity: 1

Instructions:

1. Click roll dice.

Expected result:

1. Player's roll moves the player onto the go to jail space. The player's location is updated to in jail. The player's money remains the same.

Cleanup: Discard game and exit the monopoly application.

Testcase 2009

System: Monopoly Android App Phase: 2

Test: Player lands on community chest, chance, or free parking

Severity: 3

Instructions:

1. Click roll dice.

Expected result:

1. Player's roll moves the player onto one of the three spaces defined. Nothing is changed for the player's money or property ownership.

Cleanup: Discard game and exit the monopoly application.

Testcase 2010

System: Monopoly Android App Phase: 2

Test: Player buys a house

Severity: 3

Instructions:

1. Player selects to buy a house on an owned property from a list of properties that can add a house.

Expected result:

1. House is purchased. The proper amount of money is deducted from the player's money. One house is deducted from the available houses to be purchased in the bank. The board image reflects a house on the property.

Cleanup: Discard game and exit the monopoly application.

Testcase 2011

System: Monopoly Android App Phase: 2

Test: Player buys a hotel

Severity: 3

Instructions:

1. Player selects to buy a hotel on an owned property from a list of properties that can add a hotel.

Expected result:

1. Hotel is purchased. The proper amount of money is deducted from the player's money. One hotel is deducted from the available hotels to be purchased in the bank. Four houses are added to the available houses to be purchased in the bank, and removed from the property. The board image reflects a hotel on the property.

Cleanup: Discard game and exit the monopoly application.

Testcase 2012

System: Monopoly Android App Phase: 2

Test: Player sells a house

Severity: 3

Instructions:

1. Player selects to sell a house on an owned property from a list of properties that can remove a house.

Expected result:

1. House is sold. The proper amount of money is added to the player's money. One house is added to the available houses to be purchased in the bank. The board image reflects a house removed from the property.

Cleanup: Discard game and exit the monopoly application.

Testcase 2013

System: Monopoly Android App Phase: 2

Test: Player sells a hotel

Severity: 3

Instructions:

1. Player selects to sell a hotel on an owned property from a list of properties that can remove a hotel.

Expected result:

1. Hotel is sold. The proper amount of money is added to the player's money. One hotel is added to the available hotels to be purchased in the bank. Four houses are removed from the banks available houses to be purchased in the bank, and added to the property. The board image reflects a hotel removed from the property and 4 houses added.

Cleanup: Discard game and exit the monopoly application.

Testcase 2014

System: Monopoly Android App Phase: 2

Test: Player mortgages a property

Severity: 3

Instructions:

1. Player selects mortgage property

Expected result:

1. If property has buildings, player is prompted to confirm choice to mortgage. If the property has buildings, all buildings are removed from each property of chosen property's color, and sold back to bank. The chosen property is then mortgaged. The proper amount of money is added to the player's money for the sale of all buildings and mortgaged property value. The board image reflects the property has been mortgaged and all buildings have been removed from all properties of mortgaged property's color.

Cleanup: Discard game and exit the monopoly application.

Testcase 2015

System: Monopoly Android App Phase: 2

Test: Player lands on a mortgaged property

Severity: 1

Instructions:

1. Click roll dice.

Expected result:

1. Player lands on mortgaged property space. The player's money remains the same, and the player's owned property list remains the same.

Cleanup: Discard game and exit the monopoly application.

Testcase 2016

System: Monopoly Android App Phase: 2

Test: Player sells a property

Severity: 1

Instructions:

1. Player selects sell property. Player enters property to sell, buyer to sell to, and amount to sell for.

Expected result:

1. Game returns a window to enter sale information. Buyer is prompted to buy property for amount proposed. If bought, property exchanges ownership from seller to buyer, and is reflected in both players' owned properties list. Proper amount deducted from buyer's money and added to seller's money.

Cleanup: Discard game and exit the monopoly application.

Testcase 2017

System: Monopoly Android App Phase: 2

Test: Player goes bankrupt

Severity: 1

Instructions:

1. Click roll dice.

Expected result:

1. Player lands on space that requires player to pay a fee. Player does not have the money or assets to cover the fee. Player must concede to bankruptcy.

Cleanup: Discard game and exit the monopoly application.

Testcase 2018

System: Monopoly Android App Phase: 2

Test: Player un-mortgages property

Severity: 1

Instructions:

1. Player chooses mortgaged property to un-mortgage

Expected result:

1. Property is un-mortgaged. The proper amount of money is deducted from the player's money. The board image reflects the property has been un-mortgaged.

Cleanup: Discard game and exit the monopoly application.