Scenario Monopoly

Testcase 1 : place the players in the start block

Step 1 – choose the no of players (2 in our scenario)

Step 2 - add the players in the start block

Expected - the players are in the start

Testcase 2 : Add cash flow to the players

Step 1 – decide the initial cash for the players(1000 in our cash)

Step 2 – add the cash to each players

Expected – all the players should have same initial cash value

Testcase 3 : purchasing the land after rolling dice

Step 1 : the land value should be lessthan than the players onhand cash

Step 2 : if purchased the players cash should deduct from initial cash

Step 3 : purchace flag of the player should be added on the land

Expected - the block should be allocated to the player who rolled dice and the amount should be deducted.

Testcase 4 : Add bonus when the player completes cycle

Step 1 : the player should complete the cycle(10 blockes in our case)

Step 2: if completed the bonus amt should be added to on hand cash of the player(200 in this case)

Expected – money should be added in the players walllet

Testcase 5 : deciding the winner of game

Step 1: the cycle of rolling the dice continues untill the players cash goes to 0

Step 2: the other player will be the winner

Expected - the player with 0 cash will declare bankruptcy