

Test Plan With Names Removed

ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
1	Money In	Testing if a positive value is added to the user's balance and if the function will return true	The user's balance is 1000	100	Pass '100' into the method 'moneyIn(amount)'	The user's balance should be 1100 and the 'moneyIn' method should return true	✓	The amount was successfully added to the user's balance and the method returned 'True'	N/A	moneyInValidAmnt()	Adam Logan [A.L.]
2	Money In	Testing if a negative value is not added to the player's balance and if the function will return false	The user's balance is 1000	-100	Pass '-100' into the method 'moneyIn(amount)'	The 'moneyIn' method should return false and the user's balance should remain unchanged	✓	The user's balance did not change and the method returned 'False'	N/A	moneyInNegativeInput()	Adam Logan [A.L.]
3	Money In	Testing if nothing will be added to the user's balance if 0 is the value entered into 'moneyIn'	The user's balance is 1000	0	Pass '0' into the method 'moneyIn(amount)'	The user's balance should be 1000 and the 'moneyIn' method should return true	✓	The user's balance did not change	N/A	moneyInAddNothing()	Adam Logan [A.L.]
4	Money Out	Testing if a positive value is subtracted from the user's balance and if the function will return true	The user's balance is 1000	100	Pass '100' into the method 'moneyOut(amount)'	The user's balance should be 900 and the 'moneyOut' method should return true	✓	The user's balance was 900 and the method returned 'True'	N/A	moneyOutInBalance()	Adam Logan [A.L.]
5	Money Out	Testing if a negative value is not subtracted from the player's balance and if the function will return false	The user's balance is 1000	-100	Pass '-100' into the method 'moneyOut(amount)'	The 'moneyOut' method should return true and the user's balance should be 1000	✗	The user's balance was 1100 and not 1000	The original check in the method simply checked if the balance was greater or equal to the amount and therefore the negative number was subtracted (which added the value to the balance as a '+', = '+') from the balance (successful test ID = 6)	moneyOutNegativeInput()	Adam Logan [A.L.]
6	Money Out	Testing if a negative value is not subtracted from the player's balance and if the function will return false	The user's balance is 1000	-100	Pass '-100' into the method 'moneyOut(amount)'	The 'moneyOut' method should return false	✓	The user's balance was 1000	N/A	moneyOutNegativeInput()	Adam Logan [A.L.]
7	Money Out	Testing if nothing will be subtracted to the user's balance if 0 is the value entered into 'moneyOut'	The user's balance is 1000	0	Pass '0' into the method 'moneyOut(amount)'	Nothing should be subtracted from the player's balance	✓	The user's balance did not change	N/A	moneyOutRemoveNothing()	Adam Logan [A.L.]
8	Money Out	Testing if the user can lose all the money in their balance and if the function will return true	The user's balance is 1000	1000	Pass '1000' into the method 'moneyOut(amount)'	The user's balance should be 0 and the 'moneyOut' method should return true	✓	The user's balance was 0 and the method returned 'True'	N/A	moneyOutRemoveMax()	Adam Logan [A.L.]
9	Money Out	Testing if the 'moneyOut' function will return false if the user loses more money than there is in their account	The user's balance is 1000	1001	Pass '1001' into the method 'moneyOut(amount)'	The user's balance should be -1 and the 'moneyOut' method should return false	✓	The user's balance is -1 and the method returned 'False'	N/A	moneyOutRemoveOverBalance()	Adam Logan [A.L.]
10	Anti-Trust	Testing if the correct percentage is removed from the user's balance when landing on the Anti-Trust square	The user's balance is 1000 and their current square is an Anti-Trust Square	Anti-Trust Square set with a value of 10%	A Player class is created and is passed into the 'fine' method of the AntiTrust class	The user's new balance should be 900	✓	The user's balance is 900	N/A	fineTest()	Adam Logan [A.L.]
11	Choice to Play Game	Testing if the player can choose not to play the stock exchange game	The player has landed on the stock exchange square	2 (this is the option to skip the game)	Enter the option 2	Message displayed informing the player that they have chosen not to play the game	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 2 You have chosen not to play the stock exchange game :)	N/A	N/A	Adam Logan [A.L.]
12	Choice to Play Game	Testing if the player can choose to play the stock exchange game	The player has landed on the stock exchange square	1 (this is the option to play the game)	Enter the option 1	The Stock Exchange Game will be played	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L.]
13	Stock Exchange Game	Testing if the user can enter a valid amount of money in the stock exchange game	The player has landed on the stock exchange square, the player has chosen to play and they have more than £20 in their balance	20	Enter option 1 then enter 20	The Stock Exchange Game will continue and will prompt the player for a random number	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 18:	N/A	N/A	Adam Logan [A.L.]
14	Stock Exchange Game	Testing if the user can enter a valid amount of money in the stock exchange game	The player has landed on the stock exchange square, the player has chosen to play and they have exactly £1000 in their balance	1000	Enter option 1 then enter 1000	The Stock Exchange Game will continue and will prompt the player for a random number	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 1000 Chose a number between 1 and 18:	N/A	N/A	Adam Logan [A.L.]
15	Stock Exchange Game	Testing if the user can enter an invalid amount of money in the stock exchange game and for an error message to be displayed	The player has landed on the stock exchange square, the player has chosen to play and they have exactly £1000 in their balance	2000	Enter option 1 then enter 2000	An error message will be displayed and the player will be prompted to enter another amount	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 2000 You cannot invest this much as you do not have the funds. Please try again. Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L.]
16	Stock Exchange Game	Testing if the user can enter an invalid amount of money in the stock exchange game and for an error message to be displayed	The player has landed on the stock exchange square, the player has chosen to play and they have exactly £1000 in their balance	1001	Enter option 1 then enter 1001	An error message will be displayed and the player will be prompted to enter another amount	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 1001 You cannot invest this much as you do not have the funds. Please try again. Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L.]
17	Stock Exchange Game	Testing if the user can enter any character in the stock exchange game and for an error message to be displayed	The player has landed on the stock exchange square, the player has chosen to play	win!	Enter option 1 then enter win!	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: win! Please enter a whole number. Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L.]
18	Stock Exchange Game	Testing if the user can enter any character and some numbers in the stock exchange game and for an error message to be displayed	The player has landed on the stock exchange square, the player has chosen to play	win12!	Enter option 1 then enter win12!	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: win12! Please enter a whole number. Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L.]
19	Stock Exchange Game	Testing if the user can enter a valid amount of money in the stock exchange game	The player has landed on the stock exchange square, the player has chosen to play and they have more than £20 in their balance	20.0	Enter option 1 then enter 20.0	The Stock Exchange Game will continue and will prompt the player for a random number	✗	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20.0 Please enter a whole number. Please enter the amount you would like to invest:	Test failed due to when a string is being converted into an integer it does not recognise the number as an integer even though they have the same value (successful test ID = 20)	N/A	Adam Logan [A.L.]

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20	Stock Exchange Game	Testing if the user can enter a float into the stock exchange game	The player has landed on the stock exchange square, the player has chosen to play and they have more than £20 in their balance	20.1	Enter option 1 then enter 20.1	The Stock Exchange Game will continue and will prompt the player for a random number	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20.1 Please enter a whole number. Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
21	Stock Exchange Game	Testing if the user can enter a float into the stock exchange game	The player has landed on the stock exchange square, the player has chosen to play and they have more than £20 in their balance	20.3	Enter option 1 then enter 20.3	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20.3 Please enter the amount you would like to invest: Please enter a whole number.	N/A	N/A	Adam Logan [A.L]
22	Stock Exchange Game	Testing if the user can enter a value within the range of the stock exchange's defined numbers	The player has landed on a stock exchange with the range set to 1 - 10	5	Enter option 1, enter 20 and then enter 5	The appropriate message will be displayed (this depends if the value entered is the number generated by the system)	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: 5 Sadly you have lost 66 :(N/A	N/A	Adam Logan [A.L]
23	Stock Exchange Game	Testing if the user can enter a value within the range of the stock exchange's defined numbers	The player has landed on a stock exchange with the range set to 1 - 10	10	Enter option 1, enter 20 and then enter 10	The appropriate message will be displayed (this depends if the value entered is the number generated by the system)	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: 10 Sadly you have lost 68 :(N/A	N/A	Adam Logan [A.L]
24	Stock Exchange Game	Testing if the user can enter a value that is not within the pre-defined range	The player has landed on a stock exchange with the range set to 1 - 10	11	Enter option 1, enter 20 and then enter 11	An error message will be displayed and the player will be prompted to enter another value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: 11 Please enter a whole number within the range Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
25	Stock Exchange Game	Testing if the user can enter characters when asked to choose a number and for an error message to be displayed	The player has landed on a stock exchange with the range set to 1 - 10	win!	Enter option 1, enter 20 and then enter win!	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: win! Please enter a whole number. Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
26	Stock Exchange Game	Testing if the user can enter any characters and some numbers in the when asked to choose a number and for an error message to be displayed	The player has landed on a stock exchange with the range set to 1 - 10	win12!	Enter option 1, enter 20 and then enter win12!	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: win12! Please enter a whole number. Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
27	Stock Exchange Game	Testing if the user can enter a float into the stock exchange game when asked to guess a random number	The player has landed on a stock exchange with the range set to 1 - 10	5.0	Enter option 1, enter 20 and then enter 5.0	The appropriate message will be displayed (this depends if the value entered is the number generated by the system)	✗	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: 5.0 Please enter a whole number.	Test failed due to when a string is being converted into an integer it does not recognise the number as an integer even though they have the same value (successful test ID = 28)	N/A	Adam Logan [A.L]
28	Stock Exchange Game	Testing if the user can enter a float into the stock exchange game when asked to guess a random number	The player has landed on a stock exchange with the range set to 1 - 11	5.1	Enter option 1, enter 20 and then enter 5.1	The appropriate message will be displayed (this depends if the value entered is the number generated by the system)	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Chose a number between 1 and 10: 5.0 Sadly you have lost 64 :(N/A	N/A	Adam Logan [A.L]
29	Stock Exchange Game	Testing if the user can enter a float into the stock exchange game when asked to guess a random number	The player has landed on a stock exchange with the range set to 1 - 10	5.3	Enter option 1, enter 20 and then enter 5.3	An error message will be displayed and the player will be prompted to enter an integer value	✓	You Landed on Stock Exchange Stock Exchange ***** 1. Invest 2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to invest: 20 Please enter a whole number. Please enter the amount you would like to invest:	N/A	N/A	Adam Logan [A.L]
30	Stock Exchange Game	Testing if the correct number is returned when the user correctly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	5	pass 5 as they guessedNum, 100 as the invAmt and 5 as the correctGuess into the 'playGame()' method	The returned value should be 125	✓	Returned 125	N/A	winningGmaeTest	Adam Logan [A.L]
31	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	1	pass 1 as the guessedNum, 100 as the invAmt and 5 as the correctGuess into the 'playGame()' method	The returned value should be -40	✓	Returned -40	N/A	loseBy4()	Adam Logan [A.L]
32	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	2	pass 2 as the guessedNum, 100 as the invAmt and 5 as the correctGuess into the 'playGame()' method	The returned value should be -30	✓	Returned -30	N/A	loseBy3()	Adam Logan [A.L]
33	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	3	pass 3 as the guessedNum, 100 as the invAmt and 5 as the correctGuess into the 'playGame()' method	The returned value should be -20	✓	Returned -20	N/A	loseBy2()	Adam Logan [A.L]
34	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	4	pass 4 as the guessedNum, 100 as the invAmt and 5 as the correctGuess into the 'playGame()' method	The returned value should be -10	✓	Returned -10	N/A	loseBy1()	Adam Logan [A.L]

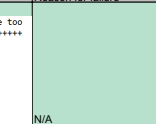
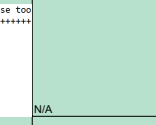
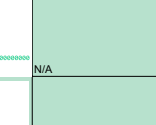

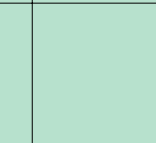
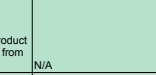
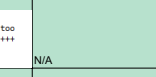




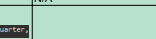

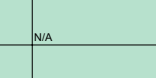



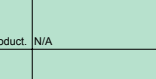
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35	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	6	pass 6 as the guessedNum, 100 as the invtAmt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -50	✓	Returned -50	N/A	loseBy5()	Adam Logan [A.L]
36	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	7	pass 7 as the guessedNum, 100 as the invtAmt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -60	✓	Returned -60	N/A	loseBy6()	Adam Logan [A.L]
37	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	8	pass 8 as the guessedNum, 100 as the invtAmt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -70	✓	Returned -70	N/A	loseBy7()	Adam Logan [A.L]
38	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	9	pass 9 as the guessedNum, 100 as the invtAmt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -80	✓	Returned -80	N/A	loseBy8()	Adam Logan [A.L]
39	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectly guesses the number	The stock exchange object has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investment is 100.	10	pass 10 as the guessedNum, 100 as the invtAmt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -90	✓	Returned -90	N/A	loseBy9()	Adam Logan [A.L]
40	Auction starts	Testing if the system can choose a field to put up for auction	The player has landed on the Company Bidding field, and the system will select a field from the resulting player	N/A	System will randomly select a field from the resulting player to auction to the other players	The system will pick a field at random and the auction will begin	✓	One of the products was chosen	N/A	getValidPrdctTest()	XXXXX [X.X]
41	No Products Owned	Testing if the System will display an appropriate error message when the player who landed on the product bidding square has no products	Player lands on the product bidding square, but player does not own any products to bid	N/A	System tries to randomly select a field from resulting player	The System will display an error message, stating the resulting player does not own any products. game will proceed as normal	✓	You Landed on Christie's Auction You do not own any products and therefore no bid can take place	N/A	N/A	XXXXX [X.X]
42	Auction starts	Testing if the current player can place their bid	Player 2 will enter their bid for Player 1s field	500	When prompted, enter 500	Player 2 will be able to successfully enter their bid for player 1s field	✓	It is player's Jake time to bid! would you like to bid? +++++ 1. Yes 2. No Enter Selection: 1 Please enter the amount you would like to bid: 500 It is player's Joe time to bid! would you like to bid? +++++ 1. Yes 2. No Enter Selection: It is player's Joe time to bid! would you like to bid? +++++ 1. Yes 2. No Enter Selection: 1 Please enter the amount you would like to bid: 250 You have to bid more than £500!	N/A	N/A	XXXXX [X.X]
43	Auction starts	Testing what happens when the current player, enters a lower bidding amount than the previous player	The current player will enter their bid for the field.	250	When prompted, enter 250	The System will display an error message stating the current players bid is lower than the previous players amount, and ask them to re-enter their bid	✓	Enter Selection: 1 Please enter the amount you would like to bid: 250 You have to bid more than £500! would you like to bid? +++++ 1. Yes 2. No Enter Selection: It is player's Jake time to bid! would you like to bid? +++++ 1. Yes 2. No Enter Selection: 1 Please enter the amount you would like to bid: 500 It is player's Joe time to bid! would you like to bid? +++++ 1. Yes 2. No Enter Selection: 1 Please enter the amount you would like to bid: 250 You have to bid more than £500! would you like to bid? +++++ 1. Yes 2. No Enter Selection: 2 You have chosen to leave the bid. The bidding is now closed. Congratulations to Jake, Byron is now yours!	N/A	N/A	XXXXX [X.X]
44	Auction starts	Testing to see if the system will correctly select the player with the highest bid	The system will look at all the bids and select the highest	500	System will select 500 (as it is the largest)	The system will select the correct player and this player will receive Player 1s field	✓	Enter Selection: 2 You have chosen to leave the bid. The bidding is now closed. Congratulations to Jake, Byron is now yours!	N/A	N/A	XXXXX [X.X]
45	Create Player	Testing if the user is able to enter valid characters	The system will ask "what is your name", the Player will enter a name	"Jake"	Player will enter "Jake" when prompted by System	The system will allow this as it contains valid characters, the Game will move onto the next players name	✓	How many players are there (2 - 5): 2 Please enter player 1s name: Jake Please enter player 2s name:	N/A	N/A	XXXXX [X.X]
46	Create Player	Testing if the user can enter a non-valid character	System will ask player to enter their name	"JaK"	Player will enter "JaK" when prompted by System	The system will display an error message back to the player and say that they are not allowed to enter non-letter characters	✗	Please enter player 1s name: JaK Please enter player 2s name:	There is no check for special characters or numbers (successful test ID = 47)	N/A	XXXXX [X.X]
47	Create Player	Testing if the user can enter a non-valid character	System will ask player to enter their name	"JaK"	Player will enter "JaK" when prompted by System	The system will display an error message back to the player and say that they are not allowed to enter non-letter characters	✓	How many players are there (2 - 5): 2 Please enter player 1s name: JaK you cannot have special characters or numbers in your name, please choose another name. Please enter player 1s name:	N/A	N/A	XXXXX [X.X]
48	Create Player	Testing if the game will proceed once everyone has entered their names	The system will ask each player to enter their names, in turns	"Jake", "Adam", "Joe", "ShaunChahal"	Players will enter their own names, in turns, system will finish once everyone has entered their names.	Once the players have entered their names, the system will proceed onto the game as normal, starting with the first players' turn	✓	How many players are there (2 - 5): 4 Please enter player 1s name: Jake Please enter player 2s name: Adam Please enter player 3s name: Joe Please enter player 4s name: ShaunChahal The first years limit is £250 It is Jake's go! Player Options +++++ 1. Roll dice 2. Close Game 3. Save and Close Game 4. Leave Game 5. Check Player's balance (for testing) 6. Get all Players' balance (for testing) 7. Check Inventory 8. Purchase a warehouse 9. Purchase a country Enter Selection:	N/A	N/A	XXXXX [X.X]

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49	Create Player	Testing to see if an Error message will appear when 2 players enter the same name as each other	The system will ask each player to enter their names, in turns	"Adam" "Adam"	Players will enter their own names, in turns. system will finish once everyone has entered their names.	when a player enters the same name as another player, the system will display an error message to the user stating they cant have the same name as another player	✓	Please enter player 1s name: Adam Please enter player 2s name: Adam Another player has that name, please choose another name. Please enter player 2s name:	N/A	N/A	XXXXX [X.X]
50	Income Event	Testing to the player is kept in the game, if they have more money than the threshold	when the player passes go, the threshold is £500, and the player has £1000 in their balance	N/A	player lands / passes go with £1000 in their balance, and is above the threshold	When the player passes go for the 4th time in a row, the player will be kept in the game as they have more funds in their balance, than the threshold	✓	It is now the end of the year! Lets see if you have enough funds to continue. Congratulations you have more than £500	N/A	N/A	XXXXX [X.X]
51	Income event	Testing to the player is kept in the game, if they have more money than the threshold	when the player passes go, the threshold is £500, and the player has £450 in their balance	N/A	player lands / passes go with £450 in their balance, and is below the threshold	When the player passes go for the 4th time in a row, the player will be kept eliminated from the game	✓	It is now the end of the year! Lets see if you have enough funds to continue. Sadly you have less than £500	N/A	N/A	XXXXX [X.X]
52	Request to buy country	Testing to see if the player is able to purchase a country for a product they own	The player will select the 'request to buy country' option and will own all the products the company 'AMD' and 4 warehouses are dedicated to each of the products.	Selects to buy	The player will relocate the product SeaMicro to the United States.	The option to request a country is shown and the amount to charge for the product SeaMicro has increased by 150. The player's balance will decrease by 45.	✓	Your name is Jake and your balance is = £955 Owned Products: -SeaMicro with 4 warehouse(s) and operates in: -United States -Ryzen with 4 warehouse(s) The amount to charge of SeaMicro was increased by 150 and the player was charged 45.	N/A	N/A	XXXXX [X.X]
53	Request to buy country	Testing to see if the option to purchase a country is not shown, if they dont own all the products within the company	The player will select the 'request to buy country' option and will own 'ryzen' with all 4 warehouses, within the company 'AMD'	Selects to buy	the player wont get the option to relocate their product as they dont own all products within the company	The option to request a country will not be shown as the player does not own all the products within 'AMD'	✓	It is Jake's go! Player Options +++++ 1. Roll dice 2. Check inventory 3. Help 4. Leave Game 5. Close Game 6. Save and Close Game 7. Purchase a warehouse Enter Selection: 2 Your name is Jake and your balance is = £1000 Owned Products: -SeaMicro with 4 warehouse(s)	N/A	N/A	XXXXX [X.X]
54	Request to buy country	Testing to see if the player can see the option to request to purchase a country, if they dont have all 4 warehouses on all the products	The player will select the 'request to buy country' option and will own all then products within the company 'AMD', but doesnt own all 4 warehouses on all the products	Selects to buy	The player wont be given the option to purchase a country when they dont own all the warehouses, on their products, within 'AMD'	The option to request a country will not be shown as the player does not own all the warehouses, on their products, within 'AMD'	✓	It is Jake's go! Player Options +++++ 1. Roll dice 2. Check inventory 3. Help 4. Leave Game 5. Close Game 6. Save and Close Game 7. Purchase a warehouse Enter Selection: 2 Your name is Jake and your balance is = £1000 Owned Products: -SeaMicro with 4 warehouse(s) -Ryzen with 0 warehouse(s)	N/A	N/A	XXXXX [X.X]
55	Request to buy country	Testing to see if, when the player tries to purchase another country, the same option will not appear twice	The player will select 'request to purchase a country' and wont be given the option 'United States', as the player already has a product with this country	Selects to buy	the player will select the 'request to buy office' option. The system will check to see if the player already owns any other countries on other products.	Since the player already owns 'United States' on another product, the system wont display this option again to the user, making them choose a different option. the relocation fee has also increased by £25	✓	Which product would you like to relocate? +++++ 1. SeaMicro (Cost = 70) 2. Ryzen (Cost = 50) 3. Cancel Enter Selection: 1 Which country would you like to relocate too? +++++ 1. United Kingdom 2. Canada 3. France 4. Germany 5. Ireland 6. Italy 7. Japan Enter Selection:	N/A	N/A	XXXXX [X.X]
56	Charged Product	Testing to see if player is charged money when they land on owned product	Both users balance start with 1000	1 (Roll dice)	Enter 1 (Land on an owned product)	The player landing on the owned product will have their balance reduced, the player owning product will receive their balance	✓	You have landed on a product someone else owns! You have been charged 9 to use iPad. Player one's balance = 1009 Player two's balance = 991	N/A	N/A	XXXXX [X.X]
57	Charged Product	Testing if player will be charged more if product has warehouse	Player with product must also have a warehouse	1 (Roll dice)	Enter 1 (Land on an owned product)	Since player 1 has added a warehouse to their product, it should charge the next player who lands on it	✓	You have landed on a product someone else owns! You have been charged 45 to use iPad.	N/A	N/A	XXXXX [X.X]
58	Charged Product	Testing if product with a country will charge more	Player with product must own a country	1 (Roll dice)	Enter 1 (Land on an owned product)	When player that owns a product upgrades and gets a country, it should charge the other players landing on it.	✓	You Landed on iPad You have landed on a product someone else owns! You have been charged 79 to use iPad.	N/A	N/A	XXXXX [X.X]
59	Request Warehouse	Testing if warehouse will be built on owned product	Player must own a product	7 (Purchase Warehouse)	Choose option 'Purchase Warehouse'	When choosing to purchase a in the menu it should subtract the money from users balance and build warehouse	✓	Choose a Product to dedicate a warehouse too +++++ 1. iPad (Cost = £22) 2. iPod (Cost = £17) 3. iPhone (Cost = £17) 4. Cancel Enter Selection: 2 17 was subtracted from the player's balance and the new amount to charge a player for landing on the product has been updated	N/A	N/A	XXXXX [X.X]
60	Request Warehouse	When choosing a product to purchase a warehouse for enter string instead of int	Player must own a product	f	Choose option 'Purchase Warehouse' then enter "f" for answer	The system should reject the input and return an error message and allow them to re enter a number.	✓	Choose a Product to dedicate a warehouse too +++++ 1. iPad (Cost = £22) 2. iPod (Cost = £17) 3. iPhone (Cost = £17) 4. Cancel Enter Selection: f Error Input. Enter Selection:	N/A	N/A	XXXXX [X.X]
61	Request Warehouse	Continue entering incorrect values when purchasing warehouse	Must be purchasing a warehouse	5	Choose the option to purchase the warehouse enter integer out of range, letter and larger integers.	The system should display an error message	✓	Choose a Product to dedicate a warehouse too +++++ 1. iPad (Cost = £22) 2. iPod (Cost = £17) 3. iPhone (Cost = £17) 4. Cancel Enter Selection: 5 Enter a value between 1 and 4 Enter Selection:	N/A	N/A	XXXXX [X.X]

Test Plan With Names Removed

ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
62	Request Warehouse	Continue entering incorrect values when purchasing warehouse	Must be purchasing a warehouse	55	Choose the option to purchase the warehouse enter integer out of range, letter and larger integers.	The system should display an error message	✓	 Enter Selection: 55 Enter a value between 1 and 4 Enter Selection:	N/A	N/A	XXXXX [X.X]
63	Request Warehouse	Continue entering incorrect values when purchasing warehouse	Must be purchasing a warehouse	1000000	Choose the option to purchase the warehouse enter integer out of range, letter and larger integers.	The system should display an error message	✓	 Enter Selection: 1000000 Enter a value between 1 and 4 Enter Selection:	N/A	N/A	XXXXX [X.X]
64	Request Warehouse	Continue entering incorrect values when purchasing warehouse	Must be purchasing a warehouse	10000000000000000000000000000000	Choose the option to purchase the warehouse enter integer out of range, letter and larger integers.	The system should display an error message	✓	 Enter Selection: 10000000000000000000000000000000 Error Input. Enter Selection:	N/A	N/A	XXXXX [X.X]
65	Request Warehouse	When buying a new product will it be added to the list of available products to build warehouses for	Purchase an available product	Enter 7 on menu	Enter 1 (Land on an available product), purchase product. Purchase warehouse on menu.	The system should add the purchased product to the list of options for a warehouse	✓	 Enter Selection: 1 You have successfully bought Galaxy Tab! Enter Selection: 7 Choose a Product to dedicate a warehouse too ***** 1. iPad 2. iPod 3. iPhone 4. Galaxy Tab	N/A	N/A	XXXXX [X.X]
66	Request Warehouse	Try to build a warehouse when not owning any products	N/A	Choose to buy warehouse on menu	Choose the option to purchase the warehouse	The system should hide the ability to do anything if they player cannot do it, so the option to build warehouse should be hidden	✓	 Enter Selection:	N/A	N/A	XXXXX [X.X]
67	Request Warehouse	Building multiple warehouses an the one product	N/A	Choose to buy warehouse on menu	Choose the option to purchase the warehouse	The system should increase the price when landing on product	✓		N/A	N/A	XXXXX [X.X]
68	Request Warehouse	Test system to see if it stops player from purchasing more than 4 warehouses for 1 product	Purchase 4 warehouses for a single product	7 on menu multiple times	Purchase 4 warehouses for one product, after 4 request to buy warehouse	Any product that reaches the limit of 4 warehouses, will be removed from the list of available products	✓	 Enter Selection: 7 Choose a Product to dedicate a warehouse too ***** 1. iPod 2. iPhone	N/A	N/A	XXXXX [X.X]
69	Player's Turn	Testing if the turn switches between four players.	It is the first player's turn.	Enter	Press 'Enter' to proceed through the game to the next player's turn.	The turn will change between the four players.	✓		N/A	N/A	XXXXX [X.X]
70	Player's Turn	Testing if the player can choose other game options, i.e. purchasing a product, before ending their turn.	It is the first player's turn.	5	Pass '5' into the menu to check the player's inventory.	The player will be able to choose view their inventory before ending their turn.	✓		N/A	N/A	XXXXX [X.X]
71	Player's Turn	Testing if the system lets eliminated players have a turn.	A player must be eliminated.	Enter	Press 'Enter' to proceed through the game to the next player's turn until it gets back to the turn of the player it started on.	The game will cycle through the turns, skipping eliminated players.	✓	 The game cycles through the turns, skipping eliminated players.	N/A	N/A	XXXXX [X.X]
72	Player's Turn	Testing if the turn changes in a consistent order.	It is the first player's turn.	Enter	Press 'Enter' to proceed through the game to the next person's turn 12 times.	The turn will change in a consistent order between all players.	✓		N/A	N/A	XXXXX [X.X]
73	Passing Go	Testing if the player receives money when they land on/pass the starting position.	The player is one move away from landing on or passing the starting position.	0	Pass '0' into the menu to roll the dice.	The player will receive money when they land on or pass the starting position.	✓	 The player receives money when they land on or pass the starting position.	N/A	N/A	XXXXX [X.X]
74	Passing Go	Testing if the player receives the correct amount of money when they land on/pass the starting position.	The player's balance is 1000.	0	Pass '0' into the menu to roll the dice.	The player will have recieved £150 when passing the start of quarter.	✓	 The player receives £150.	N/A	N/A	XXXXX [X.X]
75	Buying Product	Testing if the system offers the player the option to buy a product.	The product must not be owned by any players.	N/A	Roll the dice until the player lands on a product which is known not to be owned by another player	The player will be prompted with a message asking if they want to purchase the product	✓	 The player is presented with the option to buy the product.	N/A	N/A	XXXXX [X.X]
76	Buying Product	Testing if the player can purchase a product with sufficient funds.	The player must have sufficient funds and the product must not be owned by a player.	N/A	Roll the dice until the player lands on a product which is known not to be owned by another player	The player will be able to purchase the product.	✓	 The player is able to purchase the product.	N/A	N/A	XXXXX [X.X]
77	Buying Product	Testing if the player can purchase a product without having sufficient funds.	The player must not have sufficient funds to purchase the product.	N/A	Roll the dice until the player lands on a product which is known not to be owned by another player	The player won't be able to purchase the product.	✓	 The player is not able to purchase the product.	N/A	N/A	XXXXX [X.X]
78	Buying Product	Testing if a player can purchase a product which is owned by someone else.	The product must be owned by someone else.	N/A	Roll the dice until the player lands on a product which is known to be owned by another player	The player won't be able to purchase the product.	✓	 The player is not able to purchase the product.	N/A	N/A	XXXXX [X.X]
79	Buying Product	Testing if a player can purchase a product that they already own.	The player must already own the product.	N/A	Roll the dice until the player lands on a product which is known to be owned by the current player	The player won't be able to purchase the product again.	✓	 The player is not able to purchase the product again.	N/A	N/A	XXXXX [X.X]

Test Plan With Names Removed

	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester																									
80	Buying Product	Testing if the system removes the correct amount from the player's balance for the purchase.	The player must land on Galaxy Tab with a balance of 1000.	N/A	Roll the dice until the player lands on a product which is known to be owned by the current player	220 will be deducted from the player's balance leaving them with a balance of 780.	✓	The correct amount is deducted from the player's balance.	N/A	N/A	XXXXX [X.X]																									
81	Buying Product	Testing if the system changes the players turn once they select refuse to buy the product.	The player must be given the option to buy a product.	N/A	Pass 'N' into the landedOnProduct method.	The turn will move onto the next player.	✓	The turn moves onto the next player.	N/A	N/A	XXXXX [X.X]																									
82	Buying Product	Testing if when a player buys a product, it adds the product to their inventory.	The first player must be given the option to buy a product.	N/A	Check the player's balance	The product will be added to the player's inventory and will be listed when the player views their inventory.	✓	The product is added to the player's inventory.	N/A	N/A	XXXXX [X.X]																									
83	Eliminate Player	Testing if the correct player is eliminated.	One player must be called "a".	a	Pass "a" into the eliminatePlayers method.	The specified player will be eliminated.	✓	The correct player is eliminated.	N/A	N/A	XXXXX [X.X]																									
84	Eliminate Player	Testing if the player is eliminated once their balance reaches 0.	Player's balance must be at 5 when they land on FitBit.	Y	Pass 'Y' into the landedOnProduct method.	The player will be eliminated after they purchase the product.	✓	Congratulations to b you have the game! The player is eliminated after they purchase the product.	N/A	N/A	XXXXX [X.X]																									
85	Eliminate Player	Testing if the products owned by the player are returned to the system once the player is eliminated.	Player must own at least one product when they are eliminated	2	Pass '2' into the menu to eliminate the player.	The products owned by the player will be returned to the system.	✓	The products owned by the player are returned to the system.	N/A	N/A	XXXXX [X.X]																									
86	Winning	Testing if the win message displays correctly when a player wins.	There must be two players left.	2	Pass '2' into the menu to eliminate a player.	The win message will display correctly.	✓	The win message displays correctly.	N/A	N/A	XXXXX [X.X]																									
87	Winning	Testing if a player wins once they are the last player left.	There must be two players left.	2	Pass '2' into the menu to eliminate a player.	The player will win when they are the last one left.	✓	Congratulations to b you have the game! The player wins when they're the last one left alive.	N/A	N/A	XXXXX [X.X]																									
88	Winning	Testing if the game ends once a player wins.	A player must have won.	Enter	When the win message is displayed, input 'Enter'.	The game will end and the application will close.	✓	Congratulations to b you have the game! The game ends when a player wins.	N/A	N/A	XXXXX [X.X]																									
89	Save Game	Testing if the correct details of the players are saved into a csv file correctly	The game is started with 3 players Adam, Joe and Jake	Adam (balance = 980, present square = Anti Trust), Joe (balance = 1000, present square = Sotheby's Auction) and Jake (balance = 711, present square = Kindle). None of the players have passed the start. Adam owns ipad, ipod and iphone while Jake owns Galaxy Phone.	To save and close the game on Jake's turn	A csv file will be created with the correct inputs	✓	<table><thead><tr><th>Player Name</th><th>Products Owned</th><th>Balance</th><th>Time Passed Start</th><th>Present Square</th></tr></thead><tbody><tr><td>Adam</td><td>Galaxy Phone</td><td>711</td><td>0 min</td><td>Anti Trust</td></tr><tr><td>Joe</td><td>ipad</td><td>980</td><td>0 min</td><td>Sotheby's Auction</td></tr><tr><td>Jake</td><td>ipod</td><td>1000</td><td>0 min</td><td>Kindle</td></tr></tbody></table>	Player Name	Products Owned	Balance	Time Passed Start	Present Square	Adam	Galaxy Phone	711	0 min	Anti Trust	Joe	ipad	980	0 min	Sotheby's Auction	Jake	ipod	1000	0 min	Kindle	N/A	N/A	Adam Logan [A.L.]					
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Joe	ipad	980	0 min	Sotheby's Auction																																
Jake	ipod	1000	0 min	Kindle																																
90	Save Game	Testing if the correct details of the products are saved into a csv file correctly	The products Galaxy Phone, iPad, iPod and iPhone should be owned	Galaxy Phone (amount to charge = 10, cost of relocation = 145), iPad (amount to charge = 9, cost of relocation = 25), iPod (amount to charge = 57, cost of relocation = 45). The products iPad, iPod and iPhone will have 4 warehouses bought and Galaxy Phone will not have any bought. The only product to have a country owned is iPhone and the country should be the United States.	To save and close the game on Jake's turn	A csv file will be created with the correct inputs	✓	<table><thead><tr><th>Player Name</th><th>Warehouse Bought</th><th>Amount To Charge</th><th>Country Owned</th><th>Cost Of Relocation</th></tr></thead><tbody><tr><td>Galaxy Phone</td><td>4</td><td>145</td><td>United States</td><td>145</td></tr><tr><td>ipad</td><td>4</td><td>9</td><td>United States</td><td>25</td></tr><tr><td>ipod</td><td>4</td><td>7</td><td>United States</td><td>20</td></tr><tr><td>iPhone</td><td>4</td><td>57</td><td>United States</td><td>45</td></tr></tbody></table>	Player Name	Warehouse Bought	Amount To Charge	Country Owned	Cost Of Relocation	Galaxy Phone	4	145	United States	145	ipad	4	9	United States	25	ipod	4	7	United States	20	iPhone	4	57	United States	45	N/A	N/A	Adam Logan [A.L.]
Player Name	Warehouse Bought	Amount To Charge	Country Owned	Cost Of Relocation																																
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ipod	4	7	United States	20																																
iPhone	4	57	United States	45																																
91	Restore Game	Testing if the correct details of the players are loaded from the csv file correctly, into the game	For a Game to be saved with the details described in the 'Test Inputs' column	Adam (balance = 980, present square = Anti Trust), Joe (balance = 1000, present square = Sotheby's Auction) and Jake (balance = 711, present square = Kindle). None of the players have passed the start. Adam owns ipad, ipod and iphone while Jake owns Galaxy Phone.	To load the saved game	For the correct details to be loaded into the game, and for Jake to be the first player to have their turn	✓	Your name is Adam and your balance is = £980 Owned Products: -ipad with 4 warehouse(s) -ipod with 4 warehouse(s) -iphone with 4 warehouse(s) and operates in: -United States Your name is Jake and your balance is = £711 Owned Products: Galaxy Phone with 0 warehouse(s) Your name is Joe and your balance is = £1000 All player's present square was the one which was saved in the csv file and Jake was the first player to have their turn	N/A	N/A	Adam Logan [A.L.]																									
92	Restore Game	Testing if the correct details of the products are loaded from the csv file correctly, into the game	For a Game to be saved with the details described in the 'Test Inputs' column	Galaxy Phone (amount to charge = 10, cost of relocation = 145), iPad (amount to charge = 9, cost of relocation = 25), iPod (amount to charge = 7, cost of relocation = 20), iPhone (amount to charge = 57, cost of relocation = 45). The products iPad, iPod and iPhone will have 4 warehouses bought and Galaxy Phone will not have any bought. The only product to have a country owned is iPhone and the country should be the United States.	To load the saved game	For the correct details to be loaded into the game	✓	Enter Selection: 1 Product name is Galaxy Phone There is 0 warehouse(s) dedicated to this product The price of the product is £210 The cost to use this product is £18 The cost to relocate a country is £145 Product name is iPad There is 4 warehouse(s) dedicated to this product The price of the product is £195 The cost to use this product is £9 The cost to relocate a country is £25 Product name is iPod There is 4 warehouse(s) dedicated to this product The price of the product is £178 The cost to use this product is £7 The cost to relocate a country is £20 Product name is iPhone There is 4 warehouse(s) dedicated to this product The price of the product is £178 The cost to use this product is £57 The cost to relocate a country is £45 Owned Countries: -United States	N/A	N/A	Adam Logan [A.L.]																									
93	Close Game	Testing if all players that have the same balance are returned	For an array of three players to be created	All players in the array to have 1000 in their balance	Pass an array of the players into the 'highestBalance()' method	For the returned arraylist to contain all three players	✓	Returned an arraylist of all three players	N/A	allPlyrsSameBalance()	Adam Logan [A.L.]																									
94	Close Game	Testing if the two players that have the highest balance are returned	For an array of three players to be created	For two players in the array to have 1001 in their balance	Pass an array of the players into the 'highestBalance()' method	For the returned arraylist to contain the two players with the highest balance	✓	Returned an arraylist of all two players	N/A	twoPlyrsWithHighBalance()	Adam Logan [A.L.]																									
95	Close Game	Testing if the player with the highest balance is returned	For an array of three players to be created	For one player in the array to have 1001 in their balance	Pass an array of the players into the 'highestBalance()' method	For the returned arraylist to contain the one player with the highest balance	✓	Returned an arraylist with just the one player with the highest balance	N/A	onePlyrWithHighBalance()	Adam Logan [A.L.]																									