ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
	000 0000	Testing if a positive value is added to the	Tool Hillandson	TOOL HIDGO	TOUR TOUCHAID	The user's balance should		Trouble of Took	A COSON TO TORIGINA	O THE TOO	TOSTO
		user's balance and if the function will return			Pass '100' into the method 'moneyIn	'moneyIn' method	$ lap{}$	The amount was successfully added to the			
1	Money In	true	The user's balance is 1000	100	(amount)'	should return true The 'moneyln'		user's balance and the method returned 'True'	N/A	moneyInValidAmnt()	Adam Logan [A.L]
		Testing if a negative				method should return false and					
		value is not added to the player's balance			Pass '-100' into	the user's balance should	$\checkmark$				
2	Money In	and if the function will return false	The user's balance is 1000	-100	the method 'moneyln(amount)'	remain		The user's balance did not change and the method returned 'False'	N/A	moneyInNegativeInput()	Adam Logan [A.L]
	Worley III	Testing if nothing will	The user's balance is 1000	-100	moneymamounty	unchanged		ineurod retained 1 dise	IN/A	moneymivegaavemput()	Adam Logan [A.L]
		be added to the user's balance if 0 is the			Pass '0' into the	Nothing should	$\overline{\mathbf{v}}$				
3	Money In	value entered into 'moneyln'	The user's balance is 1000	0	method 'moneyIn (amount)'	be added to the player's balance		The user's balance did not change	N/A	moneyInAddNothing()	Adam Logan [A.L]
	,	Testing if a positive			,	The user's balance should				30	
		value is subtracted			Pass '100' into the	be 900 and the	$\checkmark$				
		from the user's balance and if the			method 'moneyOut	'moneyOut' method should		The user's balance was 900 and the method		0.001.0	
4	Money Out	function will return true	The user's balance is 1000	100	(amount)'	retum true		returned 'True'	N/A The original check in the	moneyOutInBalance()	Adam Logan [A.L]
									method simply checked if the balance was greater		
									or equal to the amount		
		Testing if a negative value is not subtracted				The 'moneyOut' method should			negative number was subtracted (which added		
		from the player's balance and if the			Pass '-100' into the method	return true and the user's			the value to the balance as a '-, - = +') from the		
5	Money Out	function will return	The user's balance is 1000	-100	'moneyOut (amount)'	balance should be 1000		The user's balance was 1100 and not 1000	balance (successful test ID = 6)	moneyOutNegativeInput()	Adam Logan [A.L]
5	Worley Out	Testing if a negative	THE USE S DEIGHICE IS 1000	-100	(amount)	DE 1000		The dael 3 balance was 1100 and not 1000	10 - 0)	money out vegative input()	Adam Logan [A.L]
		value is not subtracted from the player's			Pass '-100' into		$\overline{}$				
		balance and if the function will return			the method 'moneyOut	The 'moneyOut' method should	_				
6	Money Out	false Testing if nothing will	The user's balance is 1000	-100	(amount)'	return false		The user's balance was 1000	N/A	moneyOutNegativeInput()	Adam Logan [A.L]
		be subtracted to the user's balance if 0 is			Pass '0' into the method	Nothing should be subtracted	$\overline{}$				
7	Money Out	the value entered into	The user's balance is 1000	0	'moneyOut	from the player's balance		The user's halance did not change	N/A	moneyOutRemoveNothing()	Adam Logge (A.L.)
,	Money Out		user's balance is 1000		(amount)'	The user's		The user's balance did not change			Adam Eugan [A.L]
		Testing if the user can lose all the money in			Pass '1000' into	balance should be 0 and the	$\overline{\mathbf{v}}$				
		their balance and if the function will return			the method 'moneyOut	'moneyOut' method should	~	The user's balance was 0 and the method			
8	Money Out	true	The user's balance is 1000	1000	(amount)'	return true The user's		returned 'True'	N/A	moneyOutRemoveMax()	Adam Logan [A.L]
		Testing if the 'moneyOut' function			Done Monda	balance should					
		will return false if the user loses more			Pass '1001' into the method	be -1 and the 'moneyOut'	$\checkmark$	The words below 1 of 100 miles			
9	Money Out	money than there is in their account	The user's balance is 1000	1001	'moneyOut (amount)'	method should return false		The user's balance is -1 and the method returned 'False'	N/A	moneyOutRemoveOverBala nce()	Adam Logan [A.L]
		Testing if the correct persentage is			A Player class is						
		removed from the user's balance when	The user's balance is 1000		created and is passed into the	The user's new	$\checkmark$				
10	Anti-Trust	landing on the Anti- Trust square		Anti-Trust Square set with a value of 10%	'fine' method of the AntiTrust class	balance should		The user's balance is 900	N/A	fineTest()	Adam Logan [A.L]
10	Anti-Hust	Trust square	an Anti-Trust Oquare	value of 1070	the Anti Hust Glass	DE 300			IN/A	inic rest()	Adam Logan [A.L]
						Message displayed		You Landed on Stock Exchange Stock Exchange			
		Testing if the player	The player has landed on			informing the player that they	$\checkmark$	1. Invest 2. Skip			
11	Choice to	the stock exchange	the stock exchange	2 (this is the option to skip the	F-4 #b# 0	have chosen not		Enter Selection: 2 You have chosen not to play the stock exchange game :(	N/A	NI/A	Ad   [A   ]
11	Play Game	game	square	game)	Enter the option 2	to play the game			N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange Stock Exchange			
							$\checkmark$	1. Invest 2. Skip			
		Testing if the player	The player has landed on			The Stock		Enter Selection: 1 You have chosen to play the stock exchange game :)			
12	Choice to Play Game	can choose to play the stock exchange game	the stock exchange	1 (this is the option to play the game)	Enter the option 1	Exchange Game will be played		You have chosen to play the stock exchange game :)  Please enter the amount you would like to investment:	N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange			
								Stock Exchange			
			The player has landed on			The Stock	$\checkmark$	1. Invest 2. Skip			
		Testing if the user can	the stock exchange square, the player has			Exchange Game will continue and		Enter Selection: 1 You have chosen to play the stock exchange game :)			
		enter a valid amount of money in the stock	choosen to play and they have more than £20 in		Enter option 1	will prompt the player for a		Please enter the amount you would like to investment: 20			
13	Game	exchange game	their balance	20	then enter 20	random number		Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange Stock Exchange			
			The player has landed on			The Stock		1. Invest 2. Skip			
		Testing if the user can	the stock exchange square, the player has			Exchange Game will continue and	ightharpoons	2. Skip Enter Selection: 1 You have chosen to play the stock exchange game :)			
	Stock Exchange	enter a valid amount of money in the stock	choosen to play and they have exactly £1000 in their		Enter option 1	will prompt the player for a		You have chosen to play the stock exchange game :) Please enter the amount you would like to investment: 1000			
14	Game	exchange game	balance	1000	then enter 1000	random number		Chose a number between 1 and 10:	N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange			
		Testing if the user can						Stock Exchange ************************************			
		enter an invalid amount of money in	The player has landed on the stock exchange			An error message will be		<ol> <li>Skip</li> <li>Enter Selection: 1</li> <li>You have chosen to play the stock exchange game :)</li> </ol>			
	Stock	the stock exchange game and for an error	square, the player has choosen to play and they			displayed and the player will be		Please enter the amount you would like to investment: 2000			
	Exchange Game	message to be displayed	have exactly £1000 in their	2000	Enter option 1 then enter 2000	prompted to enter another amount		Please try again.	N/A	N/A	Adam Logan [A.L]
10	Janie	- эргауси 	Dalance	2550	alon officer 2000	anound amount		Please enter the amount you would like to investment:   You Landed on Stock Exchange			am £0gaff [A.L]
								Stock Exchange			
		Testing if the user can enter an invalid	The player has landed on			An error		1. Invest 2. Skip			
		amount of money in the stock exchange	the stock exchange square, the player has			message will be displayed and the		Enter Selection: 1 You have chosen to play the stock exchange game :)			
	Stock	game and for an error	choosen to play and they		Enter entire 4	player will be		Please enter the amount you would like to investment: 1801 You cannot investment this much as you do not have the funds Please try again.			
16	Exchange Game	message to be displayed	have exactly £1000 in their balance	1001	Enter option 1 then enter 1001	prompted to enter another amount		Please try again. Please enter the amount you would like to investment:	N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange			
								You Landed on Stock Exchange Stock Exchange			
		Testing if the user can				An error	$\overline{}$	1. Invest 2. Skip			
		enter any character in the stock exchange	The player has landed on			message will be displayed and the		Enter Selection: 1 You have chosen to play the stock exchange game :)			
	Stock Exchange	game and for an error message to be	the stock exchange square, the player has		Enter option 1	player will be prompted to enter		Please enter the amount you would like to investment: win! Please enter a whole number.			
	Game	displayed	choosen to play	win!	then enter win!	an integer value		Please enter the amount you would like to investment:	N/A	N/A	Adam Logan [A.L]
								You Landed on Stock Exchange			
		Testing if the user can						Stock Exchange			
		enter any character and some numbers in				An error message will be	$\checkmark$				
	Stock	the stock exchange game and for an error	The player has landed on the stock exchange			displayed and the player will be		<pre>fnter Selection: 1 You have chosen to play the stock exchange game :) Please enter the amount you would like to investment: win128 Please enter a whole number.</pre>			
	Exchange Game	message to be displayed	square, the player has choosen to play	win12!	Enter option 1 then enter win12!	prompted to enter an integer value		Please enter a whole number. Please enter the amount you would like to investment:	N/A	N/A	Adam Logan [A.L]
			,			iga. ruido		You Landed on Stock Exchange			[r.c]
								Stock Exchange	Test failed due to when a		
			The player has landed on			The Stock		1. Invest 2. Skip	string is being converted		
	Ctarle	Testing if the user can	the stock exchange square, the player has			Exchange Game will continue and		Enter Selection: 1 You have chosen to play the stock exchange game :)	into an integer it does not recognise the number as		
		enter a valid amount of money in the stock	choosen to play and they have more than £20 in		Enter option 1	will prompt the player for a		Please enter the amount you would like to investment: 20.0 Please enter a whole number.	an integer even though they have the same value		
19	Game	exchange game	their balance	20.0	then enter 20.0	random number		Please enter the amount you would like to investment:	(successful test ID = 20)	N/A	Adam Logan [A.L]

ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
20	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 choosen 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 Lunded on Stock Exchange Stock Exchange 1. June 1 2. Skip Term Falection 1 You have Soone to Day the Stock exchange game 1) Thouse Selection 1 Chasse short the amount you would like to Investment: 20 c Chass a number between 1 and 18:	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 choosen 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 Lands on Stock Exchange Stock Exchange 3. June 3. June 3. June 3. June 4. June 5. June 5. June 6.	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 apprpraite message will be displayed (this depends if the value entered is the number generated by the system)	<b>~</b>	Too Landed on Stock Exchange Stock Exchange 1. Ship 1. Invest 2. Ship Short-Salection: 1 Too have observed by the stock exchange game 1) Shame extent the amount you would like to investment; 20 Chose a mader between 1 and 50: 5 Sealy you have into 60: (6	N/A	N/A	Adam Logan [A.L]
	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 apprpraite message will be displayed (this depends if the value entered is the number generated by the system)	<b>☑</b>	Too Lunded on Stock Exchange  Stock Exchange  """""""""""""""""""""""""""""""""""	N/A	N/A	
23	Stock Exchange	Testing if the user can enter a value that is not within the pre-	The player has landed on a stock exchange with the		Enter option 1, enter 20 and then	An error message will be displayed and the player will be prompted to enter	✓	Seally you have lost 68 :(  You Landed on Stock Exchange thook Exchange 1. Invest 2. Skip There Salection: 1 Too have notion to play the stock exchange game :) Plass enter the amount you would like to investment: 20 those a manker between 1 and 58: 11 Less enter a whole number within the range	N/A	TWA	Adam Logan [A.L]
24	Game Stock	Testing if the user can enter characters when asked to choose a number and for an	range set to 1 - 10  The player has landed on	11	enter 11  Enter option 1,	An error message will be displayed and the player will be	✓	Abese a number between 1 and 10:  You Landed on Stock Exchange Stock Exchange Stock Exchange 1. Inmost 2. Skip Stock Exchange 1. Skip Sto	N/A	N/A	Adam Logan [A.L]
25	Exchange Game	error message to be displayed  Testing if the user can enter any characters and some numbers in the when asked to choose a number and	a stock exchange with the range set to 1 - 10  The player has landed on	win!	enter 20 and then enter win!	prompted to enter an integer value  An error message will be displayed and the player will be	✓	Choos a number between 1 and 18:  You Landed on Stock Exchange Stock Exchange Stock Exchange 1. Insest 2. Stip Tionest 2. Stip Tion have believe to play the stock exchange game :) Plasse setter the amount you would like to investment: 20	N/A	N/A	Adam Logan [A.L]
26	Exchange Game	for an error message to be displayed  Testing if the user can enter a float into the stock exchange game	a stock exchange with the range set to 1 - 10	win12!	enter 20 and then enter win12!	prompted to enter an integer value  The apprpraite message will be displayed (this depends if the value entered is the number	0	Chose a number between 1 and 10: win121 Places extra a middle number. Chose a number between 1 and 10: You Landed on Stock Exchange Stock Exchange 1. Invest 2. ASJ, Three Sidection: 1 Too have dozen to play the stock exchange game :) Places extra the amount you would like to investment: 20	Test failed due to when a string is being converted into an integer it does not recognise the number as an integer even though	NA	Adam Logan [A.L]
27	Exchange Game	when asked to guess a random number  Testing if the user can enter a float into the stock exchange game when asked to guess	a stock exchange with the range set to 1 - 10  The player has landed on a stock exchange with the	5.0	enter 20 and then enter 5.0  Enter option 1, enter 20 and then	generated by the system)  The apprpraite message will be displayed (this depends if the value entered is the number generated by the	✓	Come a monther bitumen 1 and 100 5.0 Please meter a Moule number. You Landed on Stock Exchange Stock Exchange 1. Invest 2. Skip Enter Salection: 1 You have chosen to play the stock exchange game :) Flease enter the amount pun would like to livesteement; 20 Chose a number between 1 and 100 5.0	they have the same value (successful test ID = 28)	N/A	Adam Logan [A.L]
28	Game Stock Exchange	a random number  Testing if the user can enter a float into the stock exchange game when asked to guess	range set to 1 - 11  The player has landed on a stock exchange with the	5.1	enter 5.1  Enter option 1, enter 20 and then	An error message will be displayed and the player will be prompted to enter	<b>Z</b>	Selly you have lost 66 :[  You inside on Stock Enhange  Stock Enhange  2. Silp  The Selection :   The Selection is   The Select	N/A	N/A	Adam Logan [A.L]
30	Stock Exchange Game	a random number  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 investement is 100.	5.3	pass 5 as they guessedNum, 100 as the invtAmnt and 5 as the correctGuess into the 'playGame()' method	an integer value	✓	Plasse enter the amount you would like to investment:	N/A	N/A winningGmaeTest	Adam Logan [A.L]  Adam Logan [A.L]
	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 investement is 100.	1	pass 1 as the guessedNum, 100 as the invtAmnt and 5 as the correctGuess into the 'playGame()' method pass 2 as the		<b>Z</b>	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 investement is 100.	2	guessedNum, 100 as the invtAmnt and 5 as the correctGuess into the 'playGame()' method pass 3 as the	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 incorrecity 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 investement is 100.  The stock exchange object	3	guessedNum, 100 as the invtAmnt and 5 as the correctGuess into the 'playGame()' method pass 4 as the guessedNum, 100	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 incorrectty guesses the number	has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investement is 100.	4	as the invtAmnt and 5 as the correctGuess into the 'playGame()' method	The returned value should be -10		Returned -10	N/A	loseBy1()	Adam Logan [A.L]

ID	Use Case	Description of Test	Test Initialisation	Test Inputs		Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
	Lost Stock	Testing if the correct amount is returned when the user incorrecity guesses	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 investement is		pass 6 as the guessedNum, 100 as the invtAmnt and 1 as the correctGuess into the 'playGame()'	The returned value should be					
35	Exchange	Testing if the correct amount is returned	The stock exchange object has been set with the range 1 - 10 and a risk of	6	pass 7 as the guessedNum, 100 as the invtAmnt and 1 as the	-50		Returned -50	N/A	loseBy5()	Adam Logan [A.L]
36	Lost Stock Exchange	when the user incorrecity guesses the number	0.25. The correct guess is 5 and the investement is 100.  The stock exchange object	7	correctGuess into the 'playGame()' method pass 8 as the guessedNum, 100	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 incorrecity guesses the number	has been set with the range 1 - 10 and a risk of 0.25. The correct guess is 5 and the investement is 100.	8	as the invtAmnt 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 investement is 100.	9	pass 9 as the guessedNum, 100 as the invtAmnt and 1 as the correctGuess into the 'playGame()' method	The returned value should be -80		Returned -80	N/A	loseBy8()	Adam Logan [A.L]
	Lost Stock Exchange	Testing if the correct amount is returned when the user incorrectty 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 investement is 100.	10	pass 10 as the guessedNum, 100 as the invtAmnt and 1 as the correctGuess into the 'playGame()' method System will	The returned value should be -90	✓	Returned -90	N/A		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	randomly select a field from the resulting player to auction to the other players	random and the auction will begin		One of the products was chosen	N/A	getValidPrdctTest()	xxxxx [x.x]
	No Products	Testing if the System will display an appropriate error message when the player who landed on the product bidding square has no	Player lands on the product bidding square, but player does not own		System tries to randomly select a field from resulting	will proceed as	<b>~</b>	You Landed on Christia's Auction			
41	Owned	products	any products to bid	N/A	player	normal		Tou do not cem any products and therefore no bid can take place If is player's Jake time to bid!  dould you like to bid?	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 feild	500	When prompted, enter 500	Player 2 will be able to successfully enter their bid for player 1s field		Enter Selection:  Inter Selection:  It is player's Doe time to bid! like to bid: 500 till selection you will be bid!  It is player's Doe time to bid!  It is player's Selection:  It is player's Selection:	N/A	N/A	xxxxx [x.x]
		Testing what happens				The System will display an error message stating the current players bis is lower than the	<b>~</b>	It is alsoyer's lose time to bid!  sould you like to bid?  1. Yes  2. No  Share Salection: 1  Plass's enter the amount you would like to bid: 250  too have to bid more than 65801  sould you like to bid?			
43	Auction starts	when the current player, enters a lower bidding amount than the previous player	The current player will enter thier bid for the field.	250	When prompted, enter 250	previous players amount, and ask them to re-enter their bid		1. Yes 2. No Enter Selection:	N/A	N/A	xxxxx [x.x]
		Testing to see if the system will correctly	The system will look at all		System will select	The system will select the correct player and this	<b>▽</b>	It is player's Jake the to bid outing out like to bid?  It was a bid			
44	Auction starts	select the player with the highest bid	the bids and select the highest	500	500 (as it is the largest)	player will recieve Player 1s field The system will		You have chosen to leave the bid. The bidding is now closed. Congragulations to Jake, Ryzen is now yours!	N/A	N/A	XXXXX [X.X]
45	Create Player	Testing if the user is able to enter valid charactors	The system will ask "what is your name", the Player will enter a name	"Jake"	Player will enter "Jake" when prompted by System	allow this as it contains valid charactors, 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 charactor	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 charactors	0	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 charactor	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 charactors	✓	How many players are there (2 - 5): 2 Please enter player 1s name: Jaké 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]
	Create	Testing if the game will proced once	The system will ask each	"Jake", "Adam", "Joe", "ShaunChathai"	Players will enter thier own names, in turns. system will finish once everyone has entered their names.	Once the players have entered their names, the system will proced onto the game as normal, starting with the first players' turn	✓	However officer Diabyer is famile; 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: No Please enter player 3s name: ShaunChathal The first years limit is £250 It is Jake's go! Player options ### Player options 1. Roll dice 2. Cloice Game 1. Savw and Gutes Game 2. Choek player's balance (for testing) 6. Get all Players' balance (for testing) 6. Get all Players' balance (for testing) 8. Purchase a warehouse 9. Purchase a country Enter Selection:	N/A		XXXXXX [X. X]

ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
	Create Player	Testing to see if an Error message will appear when 2 players enter the	The system will ask each player to enter their names, in turns		Players will enter thier 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	<b>~</b>	Datas enter player 1 case: Adas Plates enter player 2s case: Adas Doctober player las that new, please choose another nave. Plases enter player 2s nave!	N/A	N/A	xxxxx [x.x]
	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. Congragulations you have now than 1500	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	<b></b>	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 an 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 SeMicro has increased by 150. The player's balance will decrease by 45.	✓	Your name is Jake and your balance is = £955 Owned Products: -sealticro with 4 warehouse(s) and operates in: -thrief States -tycen 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	Testing to see if the option to purchase a country is not shown,	The player will select the request to buy country option and will own ryzen' with a country and the country an	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 3. Help 6. Check Inventory 5. Cloce Game 6. Save and Close Game 7. Purchase a warehouse Enter Selection: 2  Your name is Jake and your balance is = £1000 Domed Products: SealtCro setti 4 warehouse(s)	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 don't have all 4 warehouses on 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 the products	The option to request a country will not be shown as the player does not own all the warehouses, on their products, within 'AMD'		II is Jake's go! Player Options ***************** 2. Check Inventory 3. Help 4. Leave Came 6. Save and Close Game 7. Purchase a warshouse Enter Selection: 2 Your name is Jake and your balance is = £1000 Domed Products: 4 warshouse(s) - 2 years with 0 sarshouse(s)	N/A	N/A	xxxxx [x.x]
	Request to	Testing to see if, when the player tries to purchase another country, the same option will not appear	'request to purchase a country' and wont be given the option 'United States', as the player already has		other countries on	option again to the user, making them choose a different option. the relocation fee has also	✓	which product would you like to relocate?  1. SeaWicro (cost = 70) 2. 8yzen (cost = 50) 3. Cancel Enter Selection: 1 which country would you like to relocate too?  1. United Kingdom 2. Canada 3. France 4. Gernany 5. Ireland 7. Japan			
	Charged	Testing to see if player is charged money when they land on	Both users balance start	Selects to buy	other products.	Increased by £25  The player landing on the owned product will have their balance reduced, the player owning product will receive their	✓	You have landed on a product someone else owns! You have been charged 9 to use IPad.  Player one's balance = 1809 Player two's balance = 991	N/A		XXXXX [X.X]
56	Product  Charged Product	Testing if player will be charged more if product has warehouse	with 1000  Player with product must also have a warehouse	1 (Roll dice)	an owned product)  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	<b>✓</b>	You have landed on a product someone else owns! You have been charged 45 to use IPad.	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 2. 19nd (Cost + 617) 3. 19near (cost + 617) 4. Cancel form Faction: 2 form Faction: 2 form Faction: 2 form Faction: 7 form have successfully dedicated a warehouse too 19nd. 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 - E22) 3. iPhone (Cost - E17) 4. Cancel Ferror Input. Error Input. Error Salection:	N/A	<b>N</b> /A	xxxxx [x.x]
61	Request Warehouse	Continue entering incorrect values when purchasing	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: Enter a value between 1 and 4 Enter Selection:	N/A		xxxxx [x.x]

_											
ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results			Reason for failure	JUnit Test	Tester
								Choose a Product to dedicate a warehouse too			
					Choose the option			1. iPad (Cost = £22) 2. iPod (Cost = £17)			
		Castiana astarias			to purchase the		$\checkmark$	3. iPhone (Cost = £17) 4. Cancel			
		Continue entering incorrect values when			warehouse enter integer out of	The system		Enter Selection: 55			
62	Request Warehouse	purchasing warehouse	Must be purchasing a warehouse	55	range, letter and larger integers.	should display an error message		Enter a value between 1 and 4 Enter Selection:	N/A	N/A	XXXXX [X.X]
-					- germegere						
								Choose a Product to dedicate a warehouse too			
								1. iPad (Cost = £22) 2. iPod (Cost = £17)			
					Choose the option to purchase the		$\sim$	<ol><li>iPhone (Cost = £17)</li></ol>			
		Continue entering			warehouse enter integer out of	The quetom		4. Cancel			
	Request	incorrect values when purchasing	Must be purchasing a		range, letter and	The system should display an		Enter Selection: 1000000 Enter a value between 1 and 4			
63	Warehouse	warehouse	warehouse	1000000	larger integers.	error message		Enter Selection:	N/A	N/A	XXXXX [X.X]
								Choose a Product to dedicate a warehouse too			
					Choose the option to purchase the		_	hoose a Product to dedicate a warehouse too			
		Continue entering			warehouse enter		$\checkmark$	2. iPod (Cost = £17) 3. iPhone (Cost = £17) 4. Cancel			
	Request	incorrect values when purchasing	Must be purchasing a	100000000000000000000000000000000000000	integer out of range, letter and	The system should display an		Enter Selection: 1000000000000000000000000000000000000			
64	Warehouse	warehouse	warehouse	000000000000000000	larger integers.	error message		Error input. Enter Selection:	N/A	N/A	XXXXX [X.X]
								This product costs £220 Buy Galaxy Tab?			
								1. Buy!			
								2. Skip			
								Enter Selection: 1			
							$\checkmark$	You have successfully bought Galaxy Tab!			
					F-4 4 (1 4			Foter Selection: 7			
					Enter 1 (Land on an available	The system		Choose a Product to dedicate a warehouse too			
		When buying a new product will it be			product), purchase product.	should add the purchased		1. iPad 2. iPod			
	Doguest	added to the list of	Durchage " 1 1		Purchase	product to the list		3. iPhone 4. Galaxy Tab			
65	Request Warehouse	available products to build warehouses for	Purchase an available product	Enter 7 on menu	warehouse on menu.	of options for a warehouse			N/A	N/A	XXXXX [X.X]
								Player Options			
								+++++++++++++ 1. Roll dice			
						The system		2. Check inventory			
						should hide the	1072	3. Help			
						ability to do anything if they		4. Leave Game 5. Close Game			
		To de build o			Ch ##	player cannot do		6. Save and Close Game			
	Request	Try to build a warehouse when not		Choose to buy warehouse on	Choose the option to purchase the	build warehouse					
66	Warehouse	owning any products	N/A	menu	warehouse	should be hidden		Enter Selection:	N/A	N/A	XXXXX [X.X]
						The system					
		Building multiple			Choose the option	should increase the price when	$\checkmark$	The resource use when landing on the product			
	Request	warehouses an the		Choose to buy warehouse on	to purchase the	landing on		will increase, the money will also be took from			
67	Warehouse	one product	N/A	menu	warehouse	Any product that		the players balance	N/A	N/A	XXXXX [X.X]
						reaches the limit					
		Test system to see if it stops player from			Purchase 4 warehouses for	of 4 warehouses, will be removed	$\checkmark$	Enter Selection: 7			
	Request	purchasing more than 4 warehouses for 1	Purchase 4 warehouses		one product, after 4 request to buy	from the list of available		Choose a Product to dedicate a warehouse too			
	Request Warehouse		for a single product	7 on menu multiple times	warehouse	available products		1. iPod 2. iPhone	N/A	N/A	XXXXX [X.X]
					Press 'Enter' to proceed through	The turn will					
	Player's	Testing if the turn switches between four			the game to the	change between	$\checkmark$				
69	Turn	players. Testing if the player	It is the first player's turn.	Enter	next player's turn.	the four players.		The turn switches between all four players.	N/A	N/A	XXXXX [X.X]
		can choose other				The player will be					
		game options, i.e. purchasing a product,			Pass '5' into the	able to choose view their	$\checkmark$				
70	Player's Turn	before ending their turn.	It is the first player's turn	E	menu to check the	inventory before		The player is able to choose to view their	N/A	N/A	XXXXX [X.X]
70	Turn	turn.	It is the first player's turn.	5	player's inventory. Press 'Enter' to	ending their turn.		inventory before ending their turn.	IN/A	IN/A	***** [*.*]
					proceed through the game to the			Enter Selection: 6			
					next player's turn	The game will	$\checkmark$	Player's name is b and their balance is = 1000			
		Testing if the system			until it gets back to	cycle through the turns, skipping					
71	Player's Turn	lets eliminated players have a turn.	A player must be eliminated.	Enter	player it started	eliminated players.		The game cycles through the turns, skipping eliminated players.	N/A	N/A	XXXXX [X.X]
/ 1	Tulli	nave a tuni.	eliminated.	Enter	Press 'Enter' to	The turn will		emmateu piayers.	IVA	IWA	^^^^ [^.^]
		T			proceed through	change in a					
	Player's	Testing if the turn changes in a			the game to the next person's turn		v				
72	Turn	consistent order.	It is the first player's turn.	Enter	12 times.	players.		The turn switches in a consistent order.	N/A	N/A	XXXXX [X.X]
								Congragulations for making it through a whole quarter,			
						The player will					
		Testing if the player receives money when	The player is one move away from landing on or		Pass '0' into the	receive money when they land	$\checkmark$				
70	Doories 0	they land on/pass the	passing the starting	0	menu to roll the	on or pass the		The player receives money when they land on	NIA	N/A	VVVVV IV VI
13	assing G0	starting position.	position.		dice.	starting position.		or pass the starting position.	N/A	N/A	XXXXX [X.X]
		Testing if the player						Player a's balance = 973 Player b's balance = 1076			
		receives the correct amount of money				The player will have recieved	$\checkmark$	Player a's balance = 1123			
		when they land	The player's balance is		Pass '0' into the menu to roll the	£150 when		Player b's balance = 1076			
74	Passing Go	on/pass the starting position.	1000.	0	dice.	passing the start of quarter.		The player receives £150.	N/A	N/A	XXXXX [X.X]
								You Landed on LinkedIn			
								This product costs			
							$\checkmark$	Buy Product?			
					Roll the dice until	The player will be	~	1. Buy! 2. Skip			
		Testing if the system			the player lands on a product	prompted with a message asking					
		offers the player the	-		which is known	if they want to					
75	Buying Product	option to buy a product.	The product must not be owned by any players.	N/A	not to be owned by another player	purchase the product		The player is presented with the option to buy the product.	N/A	N/A	XXXXX [X.X]
					Roll the dice until			Enter Selection: 6 Player's name is a and their balance is = 779 Owned Products:			
		Testing if the player	The player must have		the player lands on a product		$\checkmark$	-iPad -iPod			
	Runina	can purchase a	sufficient funds and the product must not be		which is known not to be owned	The player will be		-iPhone -LinkedIn			
76	Buying Product	product with sufficient funds.	owned by a player.	N/A	by another player	able to purchase the product.		The player is able to purchase the product.	N/A	N/A	XXXXX [X.X]
					Roll the dice until			Player b's balance = 780			
		Testing if the player			the player lands on a product	The player won't		1 Tayer D 3 Datance = 700			
	Buying	can purchase a product without having	The player must not have sufficient funds to		which is known not to be owned	be able to purchase the	-				
77	Product	sufficient funds.	purchase the product.	N/A	by another player	product.		The player is not able to purchase the product.	N/A	N/A	XXXXX [X.X]
					Roll the dice until the player lands						
		Testing if a player can			on a product	The player won't	$\checkmark$				
	Buying	purchase a procuct which is owned by	The product must be		which is known to be owned by	be able to purchase the					
78	Product	someone else.	owned by someone else.	N/A	another player Roll the dice until	product.		The player is not able to purchase the product.	N/A	N/A	XXXXX [X.X]
					the player lands						
		Testing if a player can			on a product which is known to	The player won't be able to	$\checkmark$				
	Buying	purhcase a product	The player must already	NIA	be owned by the	purchase the		The player is not able to purchase the product	NIA	N/A	VVVVV IV 10
79	Product	that they already own.	own the product.	N/A	current player	product again.		again.	N/A	N/A	XXXXX [X.X]

Testing if the system removes the correct amount from the player lands on a product which is known to be owned by the player's balance for the purchase turn once they select refuse to buy the product.  Buying 1 Feeting if the system changes the player's balance for the purchase turn once they select refuse to buy the product.  Buying 2 Froduct 1 Feeting if when a player buys a product.  Buying 2 Froduct 2 Feeting if when a player buys a product.  Buying 3 Feeting if when a player buys a product.  Buying 2 Froduct 3 Feeting if when a player buys a product.  Buying 4 Froduct 5 Feeting if when a player buys a product.  Buying 5 Feeting if when a player buys a product.  Buying 6 Froduct 6 Feeting if when a player buys a product.  Buying 6 Feeting if when a player buys a product.  Buying 7 Feeting if when a player buys a product.  Buying 8 Feeting if when a player buys a product.  Buying 8 Feeting if when a player buys a product.  Buying 8 Feeting if when a player buys a product.  Buying 8 Feeting if when a player is eliminated.  Buying 8 Feeting if when a player is eliminated.  Buying 8 Feeting if when a player is eliminated.  Buying 9 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 1 Feeting if when a player is eliminated.  Buying 2 Feeting if when player are returned to the eliminated once their buy player are returned to the player are returned to	ID	Use Case	Description of Test	Test Initialisation	Test Inputs	Test Procedure	Expected Results	Passed?	Result of Test	Reason for failure	JUnit Test	Tester
Part						Roll the dice until	220 will be					
Professor   Prof												
20		D in	amount from the	The player must land on		which is known to	balance leaving	$\leq$	The count of the country of the coun			
Part	80	Product		Galaxy Tab with a balance of 1000.	N/A				I ne correct amount is deducted from the lolayer's balance.	N/A	N/A	XXXXX IX XI
Professor   Prof	-	110000		01 1000.	1074	ourient player	balance of roo.		player o balance.	1407	1071	700001 [71.74]
Part			changes the players	The player must be size		Dace 'N' into the	The turn will	[W]				
12		Buying	refuse to buy the	the option to buy a		landedOnProduct	move onto the	$\sim$				
Second Column	81	Product			N/A		next player.			N/A	N/A	XXXXX [X.X]
Part									Owned Products:			
Description   Process							player's inventory	_	-Galaxy Tab			
Part				The first player must be				~				
Service of the country of the countr		Buying	it adds the product to	given the option to buy a		Check the player's	views their					
Service of the country of the countr	82	Product	their inventory.	product.	N/A	balance			The product is added to the player's inventory.	N/A	N/A	XXXXX [X.X]
Second Control of Processing Control of Pr		Eliminata	Tooting if the correct	One player must be called								
The Company of the Co	83		player is eliminated.	"a".	a			V	The correct player is eliminated.	N/A	N/A	XXXXX [X.X]
Best Professor Services and Professor Service		-,-					The player will be					` '
Part		Eliminata	Testing if the player is			Pass 'Y' into the	eliminated after	$\checkmark$				
State of the control of the contro					Υ				the product.	N/A	N/A	XXXXX [X.X]
Description of the control of the co												
Service of the control of the contro			owned by the player	Blover must own at least		Doon '0' into the	owned by the	100				
Section   Process   Proc		Eliminate	system once the	one product when they are			returned to the	~	The products owned by the player are returned			
The first control becomes the control of the contro	85	Player	player is eliminated.		2					N/A	N/A	XXXXX [X.X]
The control of the co												
Both   Company   Subject with   Subject with   Subject   Subject   Subject with   Subject   Su				There must be two players			The win message will display	$\checkmark$				
The control of the co	86				2		correctly.		The win message displays correctly.	N/A	N/A	XXXXX [X.X]
Emerging of the cyments   Processing of the cyments   Pr							The player will					
20   March 1976			Testing if a player	There must be two players				$\checkmark$				
Testing of the correct   Testing of the corr	87	Winning	last player left.	left.	2					N/A	N/A	XXXXX [X.X]
Certing if the correct   Certing if the corr						When the win						
Training if the contect  Training if the conte			lesting if the game			message is	end and the	$\checkmark$	Congragulations to b you have the game!			
Adam Logion (A.1)  Tarting if the correct  Solve Clamp  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  Mass of the proposed control  Testing if the correct  M	88	Winning		A player must have won.	Enter	'Enter'.				N/A	N/A	XXXXX [X.X]
Register of the correct contact of the correc					Adam (balance = 980, present							,,
Traingy if the correct death of the pages as standard in pages as the					square = Anti Trust), Joe							
Treting if the correct  Week of the players in the most called with the players in the most called wit					square = Sothehy's Auction)							
Testing if the correct  Size or Clamb  Testing if the correct  Correct in the season of the product in the correct  Testing if the correct  Testing if the correct  Correct in the season of the product in the players  For a face or the correct  Correct in the season of the product in the players  Testing if the correct  Correct in the season of the product in the players  Testing if the correct  Correct in the season of the product in the players  Testing if the correct  Correct in the season of the product in the players  Testing if the correct  Correct in the season of the correct  Correct in the season of the product in the players  Testing if the correct  Correct in the season of the correct  Correct in the season of the players  Testing if the correct  Correct in the season of the correct  Correct in the season of the players  Testing if the correct  Correct in the season of the players  Testing if the players  Testing if the correct  Correct in the season of the correct  Correct in the season of the players  Testing i					and Jake (balance = 711,							
Save Game in correctly  Save Game in correctly  Tasking if the correct spain of the correctly  Save Game in the correctly in the correctly  Save Game in the correctly  Sa			Testing if the correct		present square = Kindle).			~				
Size Care Care is concedured to allow a concedured to allow and control with the concedured to allow a conceduration of the concedurati			details of the players	The game is started with 3	passed the start. Adam ows	To save and close	A csv file will be		A B G D C			
Service Carrier   Service Control   Service Carrier   Service Control   Service Carrier   Service Ca			are saved into a csv	players Adam, Joe and	ipad, ipod and iphone while	the game on	created with the		2 Julie Galasy Phone Sean One One Times Placed Start Present Square 2 Julie Galasy Phone 711 0 Arti Trust  1 Adam Pad Pod Phone 900 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			
Claims of the correct  Restore of the correct  Restore of the correct  Restore of the correct  Adam (bigains a 960) peers of the correct  Adam (bigains a	89	Save Game	file correcity	Jake	Jake owns Galaxy Phone.	Jake's turn	correct inputs		Asserting Authors (Asserting Authors)	N/A	N/A	Adam Logan [A.L]
Testing if the correct channels of the growth of the growth of the correct channels of the growth of the g					charge = 10, cost of relocation							
charge = 8 (Local delecation = 1), Protocol excellented on a 1), P					= 145), iPad (amount to							
Testing if the correct restriction of the restriction of t					charge = 9, cost of relocation =							
Figure 2 fine correct results of the pipers are assert fine a cover of the pipers are based from					7 cost of relocation = 20)							
Testing if the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the products and advanced to the correct deals of the product and advanced to the products and advanced to the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of the products and advanced to the correct deals of					iPhone (amount to charge =							
Please will have 4 searchouses by the correct place of the correct place					57, cost of relocation = 45).			$\overline{\mathbf{v}}$				
Trading if the correct deals of the products Calabay review of the correct deals of the products of the produc												
Tracing of the correct of control of the products of the products of the products of control of the products of					bought and Galaxy Phone will							
Save Came le correct grant de la correct grant			Testing if the correct		not have any bought. The only							
Save Garne if correctly  From Grant Spring of the correct  From Grant Spring of the correct  From Grant Spring of the correct  Grant			deails of the products	The products Galaxy	owned is iPhone and the	To save and close	A csv file will be		A 0 C D to Product Name Warehouse Bought, Amount To Charge Countries Owned Cost Of Relocation			
Adam (balance = 880, present square = 64n Trust), Jose square = 55m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Enderly Auction) and Jake (balance = 711 Trust), Jose square = 50m Ender = 711 Trust), Jose square =	000		are saved into a csv	Phone, iPad, iPod and	country should be the United	the game on	created with the		Ostory (**rane) 0 30 mil 145 5 Pad 4 9 mil 25 5 Pad 4 7 mil 20	NIA	N/A	Adam Lau Cala
Adam (balance = 90, present sparse = Ant Trust), Joe square = Softeely's Audion's and Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Adam Cop and Interest = Joe square = Softeely's Audion's Adam Cop and Interest = Joe square = Joe square = Softeely's Audion's Adam Cop and Interest = Joe square	90	Save Game	Tile correcity	irnone should be owned	States.	Jake's turn	correct inputs			N/A	N/A	Adam Logan [A.L]
Adam (balance = 980, present square = Anti Trust), ber (balance = 100, present square = Anti Trust), ber (balance = 171, present square = Knotle).  Testing if the correct details of the players  Restore of the players of the correctly into the players in the Test Inputs' column of the players have the details control to all the players in the array to have been balance are returned.  Restore of the players in the Test Inputs' column of the players in the array to have been balance are returned.  Restore of the players in the array to have been balance are returned.  Restore of the players in the array to have been balance are returned.  Restore of the players in the array to have returned on the players in the array to have returned.  Restore of the products of the players in the array to have returned.  Restore of the products of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array of have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Restore of the players in the array to have returned.  Rest									Your name is Adam and your balance is = £980 Owned Products:			
Adam (balance = 980, present square = Arth Triat, J.o., because of the players for the correct details of the products are laded from the correct details of the product are laded from the correct details of the products are laded from the correct details of the products are laded from the correct details of the products are laded from the correct details of the products are laded from the correct details of the products are laded from the correct details of the products are lade									-iPad with 4 warehouse(s)			
Sequere A net Trust), loe (balance a to chool), present square a Softeby's Auction) present square was the one which was saved in the Creat Inputs' column. She owns Callary Phone (amount to charge a 1) cost of indication a 14.5). Present square a soft product in the Creat Inputs' column in the Treat Inputs' column. She owns Callary Phone (amount to charge a 9), cost of relocation a 14.5). Present square a soft product in the Creat Inputs' column in t					Adam (balanca = 000 ===				-iPod with 4 warehouse(s) -iPhone with 4 warehouse(s) and operates in			
Testing if the correct details of the players are labeled from the players					square = Anti Trust) .loe				-United States			
Testing if the correct details of the polyers are loaded from the caville correctly, into the game are loaded from the caville correct details of the polyers are loaded from the caville correctly, into the plane is a continued by the caville correctly, into the details described with the details described with the feet inputs column lake owns Callasy Prione while plane is a continued by the caville correctly, into the plane is a continued by the					(balance = 1000, present				Your name is Jake and your balance is = £711			
resting if the correct details of the players are loaded from the cycle (amount to charge = 10, cost of relocation = 25), iPod (amount to charge = 10, cost of relocation = 25),					square = Sotheby's Auction)		For the correct		Owned Products: -Galaxy Phone with 0 warehouse(s)			
details of the players rolesdefform the rolesded from the confection of the players have are loaded from the game. For a Game to be saved with the details described with the details of the products and players for a Game to be saved with the details of the products and players for a Game to be saved with the details of the products and players for the player in the array to have for the players for the player for the player for the player for the product of the players and players with the religiest of the polacy of the player for the player for the player for the player for the product and players in the array to have for the players in the array to have for the players in the array to have the first player for the player			Testing if the correct		present square = Kindle).							
Season   S			details of the players		None of the players have		game, and for					
Same   the game   the feet inputs column   Jake owns Galaxy Phone.   game   have their turn   player to have their turn   N/A   N/A   Adam Logan [A.L]		Restore				To load the equal						
Galxy Phone (amount to charge = 10, cost of relocation = 14.5). Pad (amount to charge = 9, cost of relocation = 20.5). (Phone (amount to charge = 20.5). (Phone (amo	91	Game	the game	in the 'Test Inputs' column	Jake owns Galaxy Phone.		have their turn		player to have their turn	N/A	N/A	Adam Logan [A.L]
Galay Phone (amount to charge = 10, cost of relocation = 145), IPad (amount to tharge = 9), cost of relocation = 145), IPad (amount to charge = 9), cost of relocation = 25), IPad (amount to cost to relocate to this product to this product to this product to cost to relocate to this product to this			Ť	,								77
Galay Phone (amount to charge = 10, cost of relocation = 145). Pad (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 35). IP of (amount to ch									Enter Selection: 1 Product name is Galaxy Phone			
Galay Phone (amount to charge = 10, cost of relocation = 145). Pad (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 35). IP of (amount to ch									There is 0 warehouse(s) dedicated to this product The price of the product is £230			
Galay Phone (amount to charge = 10, cost of relocation = 145). Pad (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 20, cost of relocation = 25). IP of (amount to charge = 35). IP of (amount to ch									The cost to use this product is £10			
## 14.6.   Pad (amount to charge = 9, cost of relocation = 25).   Pod (amount to charge = 7, cost of relocation = 25).   Pod (amount to charge = 7, cost of relocation = 26).   Pod (amount to charge = 26									The cost to relocate a country is £145			
Prof. (action of relocation = 20), and relocation = 20), and relocation = 40). The products part and collarly from the correct details of the products are loaded from the part of the par					charge = 10, cost of relocation				Product name is iPad There is 4 warehouse(s) dedicated to this product			
Prof. (action of relocation = 20), and relocation = 20), and relocation = 40). The products part and collarly from the correct details of the products are loaded from the part of the par					charge = 9, cost of relocation =				The price of the product is £195			
Prof. (action of relocation = 20), and relocation = 20), and relocation = 40). The products part and collarly from the correct details of the products are loaded from the part of the par					25), iPod (amount to charge =				The cost to relocate a country is £25			
For the correct details of the products are loaded from the Restore   For a Game to be saved to the game   For a Game to be saved to the game   For a marray of three   For an array of three   For the players into have 100 in their balance   For the returned an arraylist of all two players   For the returned an arraylist of all two players   For the returned an arraylist of all two players   For the returned an arraylist of all two players   For the returned an arraylist of all two players   For the returned an arraylist of all two players   For the returned arraylist of all two players   For the returned an arraylist of all two players   For the returned arraylist of					7, cost of relocation = 20),			~	Droduct name is iDod			
Testing if the correct details of the products and Galaxy Phone will now have a warehouses bought and Galaxy Phone will now have a warehouses bought and Galaxy Phone will now have any bught. The only product to have a country owned is Phone and the country should be the United Game  Restore  Restore  Restore  Restore  Close  Testing if the correct, details of the products are returned to be saved with the details described in the rest in product have a country owned is Phone and the country should be the United Game  Testing if all players that have the same balance are returned  Testing if all players that have the same balance are returned  Testing if the two players in the array to have shought and the players into the game  Testing if the two players that have the same balance are returned lighest balance are returned players to be created  Testing if the two players in the array of three players into the game array of three players into the players into th					57, cost of relocation = 45).				There is 4 warehouse(s) dedicated to this product The price of the product is £178			
Testing if the correct details of the products are loaded from the Restore Scame to the game with the details described in the Test Inputs' column to the army to have any bought. The only product to have a countyr wheel is Phone and the game in the Test Inputs' column to the players into the					The products iPad, iPodm and				The cost to use this product is £7			
Testing if the products are loaded from the Restore 2G ame be saved with the flighest balance are greatured 2G ame be created 2G ame by the product of the page in the array to the players into												
Restore Restor			Testing if the correct		not have any bought. The only							
Restore Some of the game of th			details of the products	E C / .	product to have a countyr				The price of the product is £178			
Section of the player in the fighest balance are returned clayers to be created   Section of the players in the array to have players that have the same players that have the same players that have the same players that have the lighest balance are returned players to be created   Section of the players in the array to have players in the array to have players that have the lighest balance are returned players to be created   Section of the players in the array to have players that have the lighest balance are returned arraylist to be created   Section of the players in the array to have		Restore	are loaded from the	with the details described	owned is iPhone and the country should be the United	To load the saved	loaded into the		The cost to relocate a country is £45			
Close Same balance are returned players to be created Close Game  Testing if the two players into the player	92				States.				Owned Countries:	N/A	N/A	Adam Logan [A.L]
Close   Testing if all players in the array to have balance are returned   Same   Testing if the two   Polayers in the array to have balance are returned   Por an array of three   Por an array of th						Pass an array of						
Close that have the same balance are returned players to be created    Close   Testing if the two players that have the same seed of the players to be created   Testing if the two players to be created   Testing if the two players that have the players to be created   Testing if the two players that have the players to be created   Testing if the two players that have the players to be created   Testing if the two players that have the players to be created   Testing if the player show that the players in the array to the method of the players to be created   Testing if the player show the players in the array to the players to be created   Testing if the player show the players in the array to the players with the highest balance   Testing if the player show the players in the array to the method and array ist of all two players   Testing if the player show the players in the array to the players in the players in the players in the players in the array to the players in			Teeting if all players				For the returned	100				
93 Game balance are returned players to be created 1000 in their balance' method players  Testing if the two players that have the highest balance are returned an array of three players to be created players with the highest balance players with the highest players with the highest players with the highest players with the highest players with the players in the array to the players in the array to the players with the highest players with the players wit				For an array of three	All players in the array to have		contain all three	· ·				
Testing if the two players that have the highest shalance are returned 2 Game returned 2 Testing if the player in the players in the players in the array to the highest shalance are returned 3 Testing if the player in the players with the highest shalance are returned 3 Testing if the player in the player in the players in the array to the have 1001 in their balance 4 Pass an array of three 5 Pass an array of three 4 Pass an array of three 5 Pass an array of three 4 Pass an array of three 5 Pass an array of three 6 Pass an array of three 8	93					method	players		Returned an arraylist of all three players	N/A	allPlyrsSameBalance()	Adam Logan [A.L]
Close   Diayers that have the highest balance are returned   For an array of three   Payers in the array to be created   For two players in the array to be returned   Payers to be created   For two players in the array to be players to be created   For the players in the array to be players in the			T 11 17 11 1			Pass an array of	For the returned					
Close highest balance are for an array of three players to be created returned returned continued by the players of the player						tne players into						
94 Game returned players to be created have 1001 in their balance method highest balance Returned an arraylist of all two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Pass an array of For the returned the players into the contain the one contain the one with the highest For an array of three For one player in the array to the Returned an arraylist with just the one player.  Returned an arraylist and it wo players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Pass an array of For the returned an arraylist of all two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Pass an array of For the returned an arraylist of all two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Returned an arraylist of all two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Returned an arraylist of all two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Returned an arraylist two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Returned an arraylist two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]  Returned an arraylist two players N/A twoPlyrsWithHighBalance() Adam Logan [A.L]		Close	highest balance are	For an array of three	For two players in the array to	'highestBalance()'	players with the					
the players into treating if the player Testing if the player Testing if the player Close with the highest For an array of three For one player in the array to highestBalance() player with the Returned an array/ist with just the one player	94	Game		players to be created	have 1001 in their balance	method			Returned an arraylist of all two players	N/A	twoPlyrsWithHighBalance()	Adam Logan [A.L]
the players into treating if the player Testing if the player Testing if the player Close with the highest For an array of three For one player in the array to highestBalance() player with the Returned an array/ist with just the one player						Pass an array of	For the returned					
Close with the highest For an array of three For one player in the array to highestBalance() player with the Returned an arraylist with just the one player						the players into	arraylist to	-2				
95 Game balance is returned players to be created have 1001 in their balance method highest balance with the highest balance NIA onePlyrWithHighBalance() Adam Logan [A,L]		Close	Testing if the player with the highest	For an array of three	For one player in the array to	the highestBalance()	contain the one	~	Returned an arraylist with just the one player			
	95	Game	balance is returned	players to be created	have 1001 in their balance	method	highest balance		with the highest balance	N/A	onePlyrWithHighBalance()	Adam Logan [A.L]