

## **M5 Testing Deliverable**

The components we focused on testing this milestone were the new feature of the minigame tile as well as making sure that the getRandomChanceTile method doesn't accidentally return a minigame tile. The testing process for most of the tests was to use the setup tiles method in GameLogic to setup the board with all the tiles and then check the 2D array tiles returned by the method. The testing process for the getRandomChanceTile method was to just call the method and look at the tile returned to make sure it's not a minigame tile. Some of the features we checked for the minigame tile was that the board has 2 minigame tiles overall, each minigame tile has no money associated with it, each minigame tile has no move associated with it, and each minigame tile is in the correct location. We verified our desired tests by looking at the fields of the tiles returned by the setup tiles method and the getRandomChanceTile method.