CS 3300
M4 Testing Writeup

M4 introduced functionality with a paywall, which we implemented as a single tile halfway through our gameboard. The primary testing requirements we chose were:

1. Testing whether or not players should have the option to pay the paywall.
    a. This represents two test cases: one where the player is “close” to the paywall and one where the player is “far” from the paywall.
    b. Players do not face consequences of the paywall (i.e. returning to “Square 1” if they pass it without paying) until they are within a dice roll away.
    c. We tested whether or our game board would display the option if the user was either too far or just close enough
2. Testing whether or not the player has passed the paywall.
    a. We should not punish players who have not passed a paywall that has not been paid, so we need to ensure proper tracking of player position in relation to the paywall.
    b. We tested all possible squares and asserted the correct boolean of whether we passed the wall or not.
3. Testing whether or not a player’s money would deduct after paying the paywall
    a. This is a crucial element and the entire reason for the paywall. If it did not subtract, there would simply be no point.
    b. We tested a player who paid the paywall and checked the balance afterwards
4. Testing the correct punishment if the paywall was passed without payment
    a. The paywall should not be avoidable, and thus, our punishment is restarting at the beginning. This test checks if the player position is accurate if this occurs.
    b. We had
5. Testing if the paywall is removed once it is paid for
    a. Removal of the paywall and consequently removal of the punishment for all players after payment is a crucial requirement.