

For this milestone (M3), our team decided to test the new features we added in the milestone. These new features included the finish tile and the types of tiles (green, red, chance). We had a test for checking to make sure the finish tile isn't a chance tile and another test for making sure the finish tile isn't a red tile. We tested this by starting our game and then making sure the final tile had its `isChance` property set to false and its `isRedTile` property set to false. We also had a test for checking to make sure the board has at least four chance tiles. We did this by setting up the game and then looping through the board game tiles and making sure at least four of the tiles are chance tiles. We also tested to make sure all the red tiles represented negative money values by setting up the game and then looping through each tile and making sure the red tiles had its money field be negative. We also had tests to make sure the game over logic is correct. We did this by setting up the game, adding players, and making sure the game over state is true when all players are done and the game over state is not true when not all players are done. Finally, we tested that our `getPlayers` method in our game logic works correctly by creating players at different locations on the game board and making sure the `getPlayers` methods at certain locations on the game board return the right number and type of player.