Action Cards

* getName
  + check if returns correct String when comparing with String in text file
* getValue1
  + check if returns correct int when comparing with String in text file
* Players pay
  + checked with a list of players that has 2 players and that has only 1 player
* Career change
  + checked for user input specifying player to be a student
  + checked for user input specifying player to have a career

Career Cards

* getName
  + check if returns correct String when comparing with String in text file
* getValue1
  + check if returns correct int when comparing with value1 in text file
* getValue2
  + check if returns correct int when comparing with value2 in text file

ChoosePath

* choosePath
  + check if returns correct integer value when select path1
  + check if returns correct integer value when select path2

ErrorCheck

* rangeCheck
  + check if returns correct integer value for user input
  + check if only returns integer value within specified range

HouseCards

* getName
  + check if returns correct String when comparing with String in text file
* getValue1
  + check if returns correct integer value when comparing with the value3 taken directly from the text file
* getValue2
  + check if returns correct integer value when comparing with the value2 taken directly from the text file
* getValue3
  + check if returns correct integer value when comparing with the value3 taken directly from the text file
* sellHouse
  + tested when player has houses to sell
  + tested when player has no houses to sell