# Testing

## Testing Method

(talk about how you did the testing here)

## 1. Unit Testing

## Card, CardManager and Related Classes

|  |  |  |  |
| --- | --- | --- | --- |
| **Characteristic under test** | **Test** | **Expected result** | **Actual result** |
| Incorrectly formatted card input file |  |  |  |
| Player lands on community chest |  |  |  |
| Player lands on chance |  |  |  |
| Player receives money from card |  |  |  |
| Player loses money from card |  |  |  |
| Player gives money to other players |  |  |  |
| Player receives money from other players |  |  |  |
| Player goes to jail |  |  |  |
| Player gets moved to a certain position |  |  |  |
| Test every card |  |  |  |

## Player and PlayerManager Class

|  |  |  |  |
| --- | --- | --- | --- |
| **Characteristic under test** | **Test** | **Expected result** | **Actual result** |
| Player lands on 'go to jail' tile |  |  |  |
| Player buys a house |  |  |  |
| Player pays rent |  |  |  |
| Player receives rent |  |  |  |
| Player uses get out of jail card |  |  |  |
| Player rolls a double |  |  |  |
| Player rolls three doubles (and goes to jail) |  |  |  |
| Test player landing on every tile |  |  |  |

## Property and Related Classes

|  |  |  |  |
| --- | --- | --- | --- |
| **Characteristic under test** | **Test** | **Expected result** | **Actual result** |
| Mortgage property |  |  |  |
| Pay rent on a station |  |  |  |
| Pay rent on a utility |  | Four times second dice roll |  |
| Pay rent on 1 house |  |  |  |
| Pay rent on 2 houses |  |  |  |
| Pay rent on 3 houses |  |  |  |
| Pay rent on 4 houses |  |  |  |
| Pay rent on a hotel |  |  |  |

## 2. Integration Testing

## Game and Board Classes

|  |  |  |  |
| --- | --- | --- | --- |
| **Characteristic under test** | **Test** | **Expected result** | **Actual result** |
| Incorrectly formatted board input file |  |  |  |
| Insufficent tiles in board input file |  |  |  |

## 3. System Testing

## Functional Testing

|  |  |  |  |
| --- | --- | --- | --- |
| **Characteristic under test** | **Test** | **Expected result** | **Actual result** |
| Finish game with 2 players |  |  |  |
| Finish game with 3 players |  |  |  |
| Finish game with 4 players |  |  |  |
| Finish game with 5 players |  |  |  |
| Finish game with 6 players |  |  |  |