Assignment Checklist

1. Can game get over by checking if there is only one player with at least one city?
2. Can I get the winner (i.e. player) with at least one city?
3. Can I load the map properly in Console?
4. Can I load player information properly in Console?
5. Can I get all cities from every player?
6. Can I get cell object that represents city’s location on the game map?
7. Can I check if a player has specific city?
8. Can I check if a player has at least one city?
9. Can I check if a player has at least one ready Minister?
10. Can I add number of banks by one?
11. Can I add number of roads by one?
12. Can I add number of universities by one?
13. Can I add number of troops by specified amount?
14. Can I decrease number of troops by specified amount?
15. Can I add number of Crops by specified amount?
16. Can I get Excess Crops properly? (i.e. crop yields – population – 2 \* troops)
17. Can I check if two cities are equal? (i.e. they have same ID)
18. Can I increase population at the end of turn by increment = round (excess crops \* 0.5)?
19. Can I check if population is unchanged if increment is negative?
20. Can I check if the console prints “Turn end: [City]’s population has grown by [increment]”?
21. Can I check if random event occurs at the end of the turn?
22. Can I check if rand value matches with disaster and city’s population is halved?
23. Can I check if rand value matches with baby boom and city’s population is multiplied by 1.5?
24. Can I check if rand value does not match with any random event and its population is unchanged?
25. Can I check if rand value is between 0 and 1?
26. Can I retrieve bank cost? (i.e. (# of banks + 1) \* 400)
27. Can I retrieve road cost? (i.e. (# of roads + 1) \* 100)
28. Can I retrieve University cost? (i.e. (# of universities + 1) \* 1500)
29. Can I check if minister is ready?
30. Can I begin a turn?
31. Can I end a turn?
32. Can I collect tax by calculated amount?
33. Can I collect Science point by calculated amount?
34. Can I collect Production point by calculated amount?
35. Can I add the bank successfully?
36. Can I get the cost of building a bank with applied minister discount?
37. Can I check if a player has enough gold and production points?
38. If not, can I check if a program throws an exception?
39. Can I subtract the cost from player’s gold and production points?
40. Can I do the steps from 35-39 with road?
41. Can I do the steps from 35-39 with university?
42. Can I attack a target City?
43. Does attacking city lose troops by specified amount?
44. Does defending city lose troops by specified amount?
45. Can I increase cropYield?
46. Can I recruit troops?
47. Can I upgrade tech with applied minister discount?
48. Can I subtract cost from player’s gold, production points and science points?
49. Can I add level of technology by one?
50. Can I spy on Neighbors? (i.e. print neighbor’s information)
51. Can I get improvement discount rate for economist?
52. Can Economist collect 1.5 times more tax than other ministers?
53. Can Economist get a bonus when doing crop improvements?
54. Does crop improvement still cost 500 for Economist?
55. Does crop improve by calculated amount?
56. Does gold get decreased after improving crop yield?
57. Does “toString()” work properly for Economist?
58. Can Scientist get tech discount rate?
59. Can Scientist collect 1.5 times more science points than other ministers?
60. Does “toString()” work properly for Scientist?
61. Can war general collect 1.5 times more production points than other ministers?
62. Can war general recruit more troops than minister class by calculated amount?
63. Can I check if recruit troops still cost the same for war general?
64. Can I check if war general gets attack bonus when attacking a city by specified amount?
65. Does “toString()” work properly for war general?
66. Can I get gold bonus for trading tech?
67. Can I get upgrade cost object for trading tech?
68. Does “toString()” work properly for trading tech?
69. Can I get production bonus for manufacturing tech?
70. Can I get upgrade cost object for manufacturing tech?
71. Does “toString()” work properly for manufacturing tech?
72. Can I get attack bonus for war tech?
73. Can.I get upgrade cost object for war tech?
74. Does “toString()” work properly for war tech?
75. Does get discounted cost work for Cost class?
76. Does one cost object uses equals() method appropriately that it compares with other cost object properly?
77. Does getMessage() work properly for TooPoorException class?