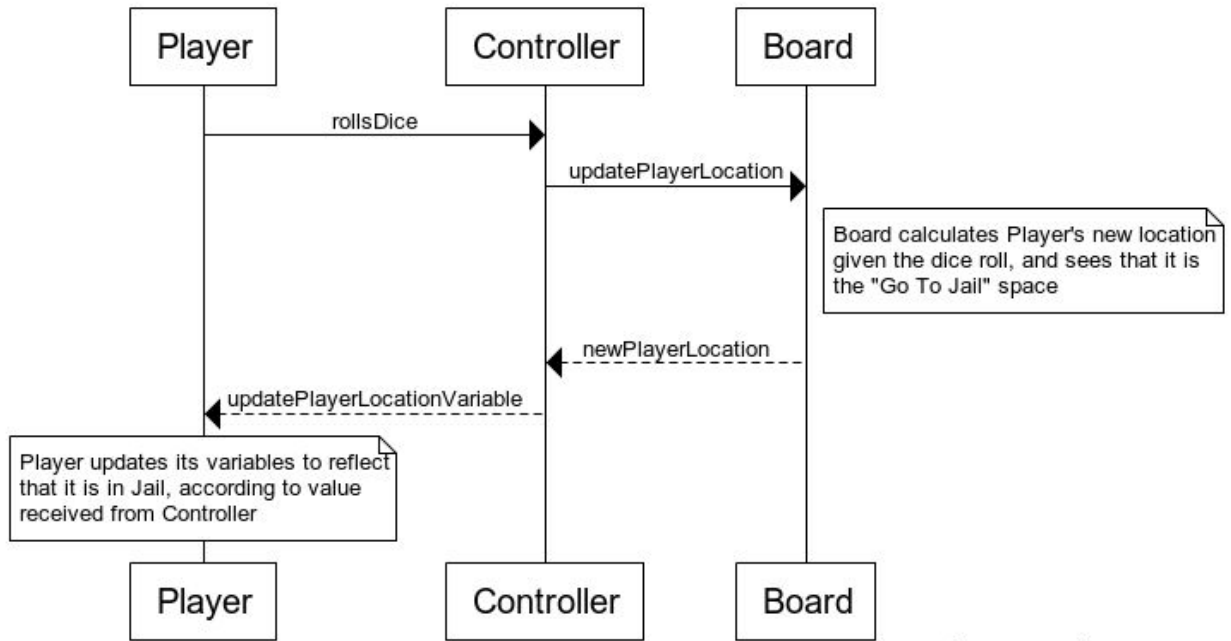
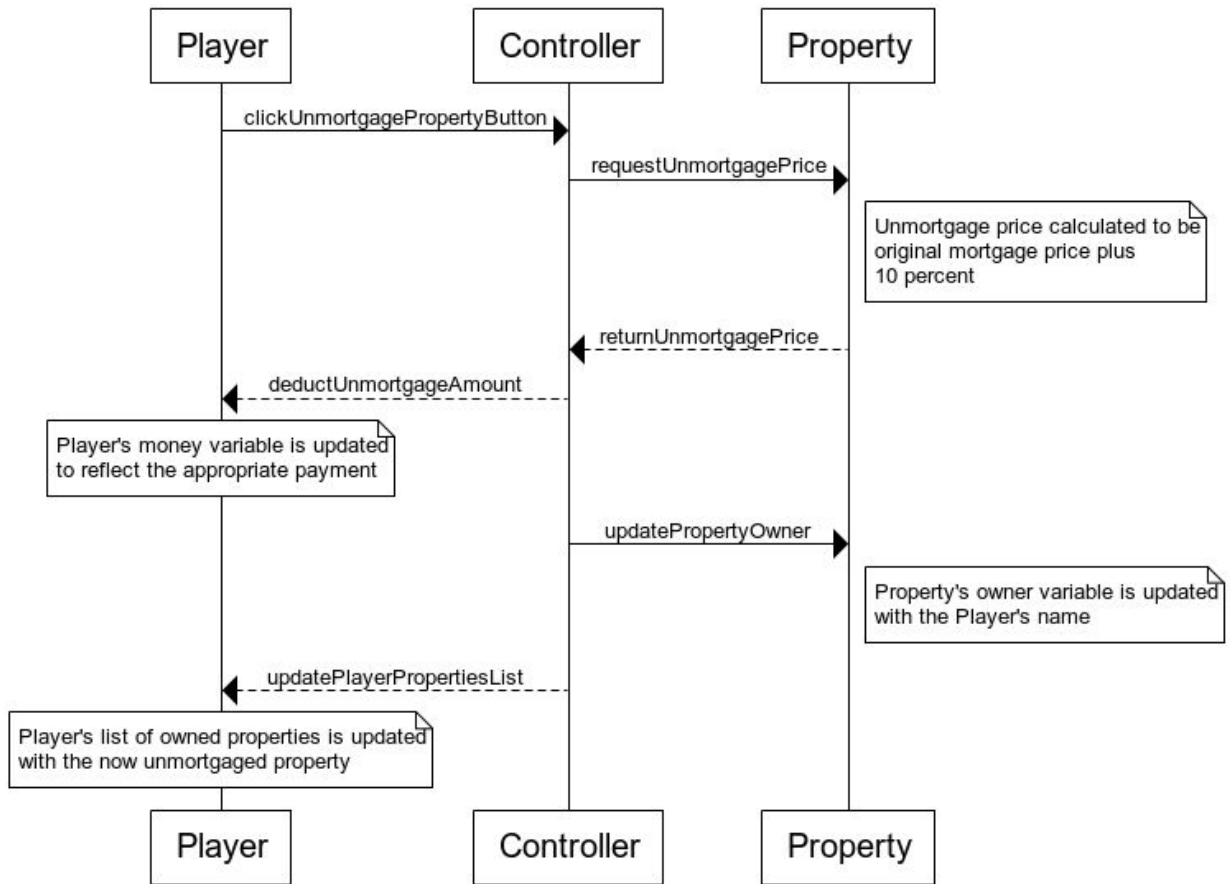


**UML (pages 2-5)**

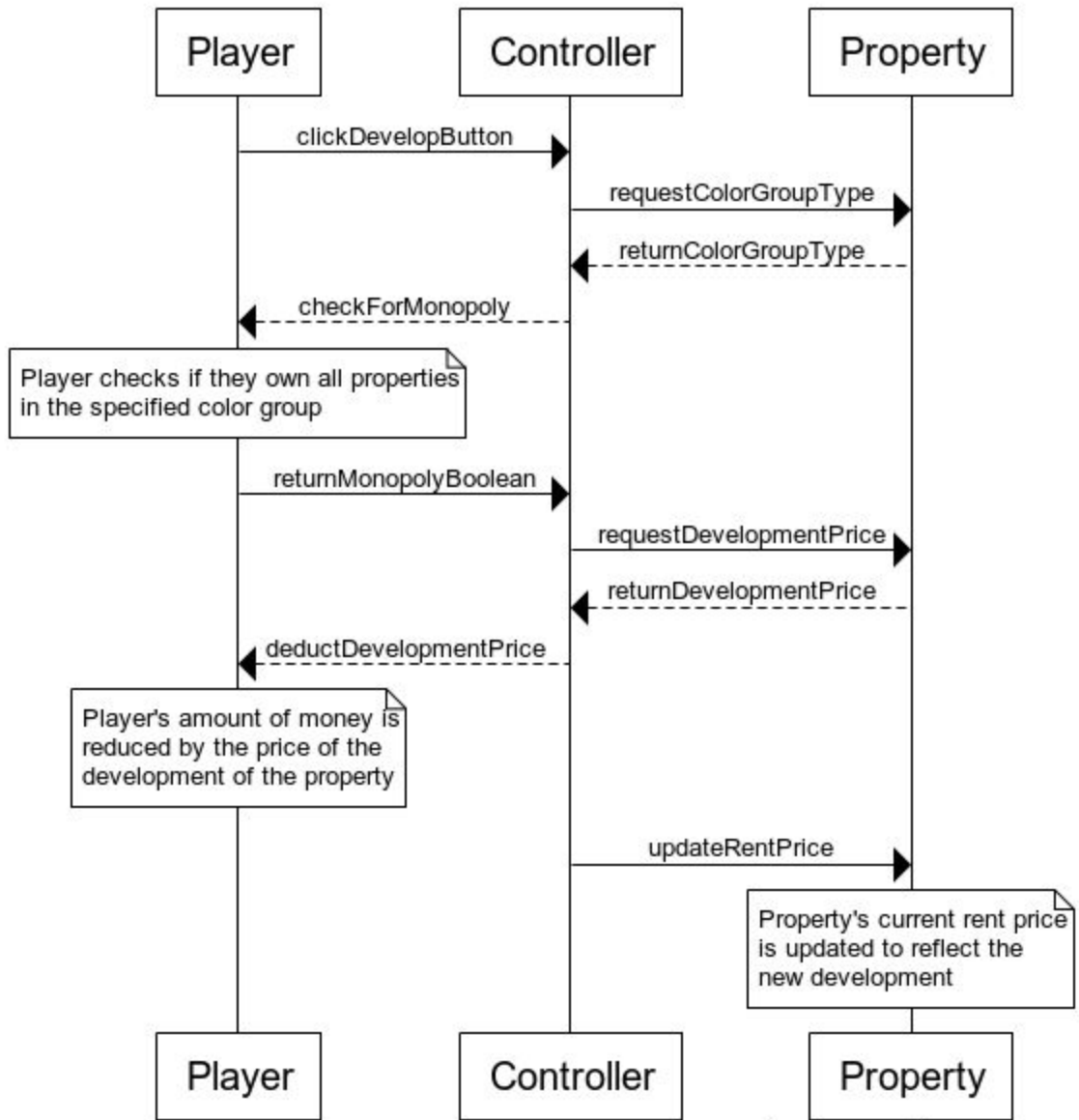
## Player lands on "Go To Jail" space

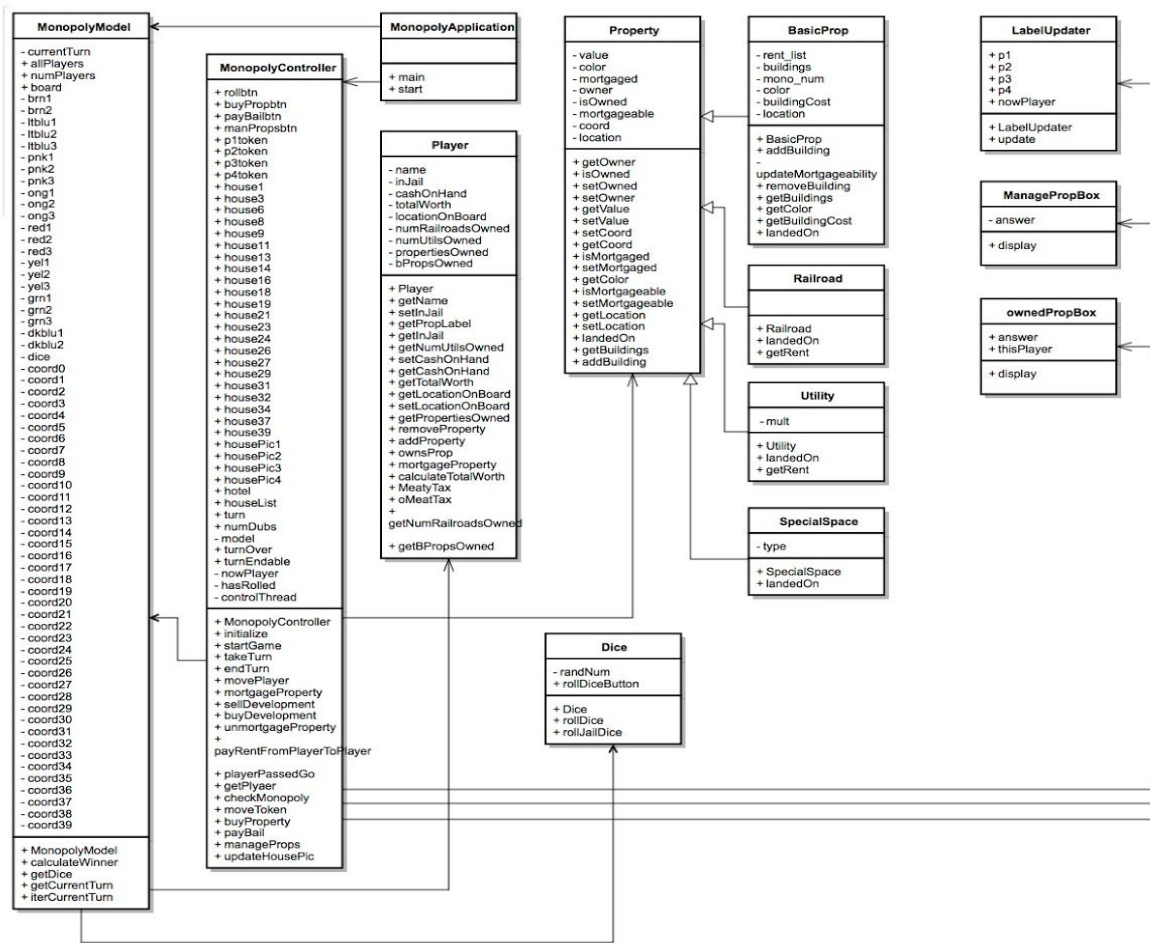


## Player unmortgages a property



## Player adds a development to a property





## SYSTEM TEST CASES

**Test case title:** Develop Property

**Purpose:** To Determine if the "develop property" feature is implemented properly

**Description:** After attaining a monopoly, a player is able to purchase houses on a specific property. This test walks through the basic steps required to access the feature, and test its implementation. An image displaying what level of development purchased should appear at the top of the property being developed.

**Preconditions:** Player must own a monopoly and have enough money to purchase a development and it must currently be their turn

**Execution method:** Manual

**Steps:**

1. Play until a single player owns three of the same properties
2. Click "manage property"
3. Select the property to develop
4. Press "develop property +"

**Expected Results:** An image showing which level of development (a blue square with a 1 on it), and the proper amount of money deducted.

---

**Test case title:** Mortgage Property

**Purpose:** To Determine if the mortgage property feature is implemented properly

**Description:** After purchasing a property, a player is able to mortgage the property.. This test walks through the basic steps required to mortgage and unmortgage the property.

**Preconditions:** A Player has purchased a property

**Execution method:** manually

1. Play until a player owns a property
2. Open the property management window with that player
3. Select the property from that window
4. Select mortgage property

**Expected Results:** the player should receive an amount of cash equal to half the value of the property and the property should be unable to collect rent for the player

---

**Test case title:** End Turn

**Purpose:** To Determine if the “End turn” feature is implemented properly

**Description:** After completing a turn a player must click the “end turn” button to signify their turn is over. If properly conducted the roll button should reappear and all actions will effect the next player’s turn.

**Preconditions:** Player must of already rolled

**Execution method:** Manual

**Steps:**

1. Press end turn

**Expected Results:** the roll button reappears and all actions affect the next player’s turn.

---

**Test case title:** Doubles test

**Purpose:** To ensure that when doubles are rolled the player gets to roll again

**Description:** When a player rolls the dice if both dice have the same value the player should move based on that value and be able to roll again after taking any acceptable action.

**Preconditions:** Player must roll 2 of the same number

**Execution method:** Manual

**Steps:**

1. Start game
2. Play until a player rolls doubles
3. Confirm that the player has moved and can buy the property they are on if it is an ownable property as well as manage the properties they own.
4. Roll again
5. Confirm that the player has moved and can buy the property they are on if it is an ownable property as well as manage the properties they own.
6. End the turn of the player if they did not roll doubles a second time

**Expected Results:** The player rolls doubles and moves once and is actionable after moving. The player then rolls again and is actionable after rolling again.

---

**Test case title:** Sell a development Turn

**Purpose:** To Determine if the “sell development” feature is implemented properly

**Description:** After having purchased a development on a property players are allowed to sell those developments should they need cash.

**Preconditions:** Player must already own a development and it must be their turn

**Execution method:** Manual

**Steps:**

1. Press Manage Property Button.
2. Select Property which you would like to sell a development from.
3. Press the sell development button.

**Expected Results:** the image showing the amount of houses owned goes down and money is added to the player's account

---

## Git log

This is also available in the repository that you made for us at

<https://github.com/MSU-ESOF322/Team26/commits/master?before=f510a8033b740cb4d538142d6e337461a41e8319+35>

Commits on Nov 12, 2017

@amccarthy9904

Merge pull request #118 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 13 minutes ago

Verified f510a80

fixed auto property assignment

Aaron McCarthy committed 13 minutes ago

e76cb5f



@amccarthy9904

Merge pull request #117 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 33 minutes ago

Verified 9d392a5

merge conflicts

Aaron McCarthy committed 34 minutes ago

79aa1d0

mortageing things works now

Aaron McCarthy committed 37 minutes ago

be1bc9e

@MJDickensheets

Merge pull request #116 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 41 minutes ago

Verified 20bde0e

Added so many else statements ...

Michael Dickensheets committed 43 minutes ago

3f3ce85

10000000 elses

Michael Dickensheets committed 43 minutes ago

83274b8

@MJDickensheets

Merge pull request #115 from MSU-ESOF322/Tim\_GUI ...

MJDickensheets committed an hour ago

Verified 8a7f6b7

@TimothyOsen

fixed merge conflicts

TimothyOsen committed an hour ago

a560394

@TimothyOsen

Cleaned out some unnecessary methods and added alot of comments throu... ..

TimothyOsen committed an hour ago

2744db4

@MJDickensheets

Merge pull request #114 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed an hour ago

Verified 2174e96

houses get added

Michael Dickensheets committed an hour ago

e79452c

trying to get houses to work

Aaron McCarthy committed an hour ago

7243b98

Fixed monoptest

Michael Dickensheets committed an hour ago

c8f75af

updatebuilding pics

Aaron McCarthy committed 2 hours ago

2c2cb65

merge conflict

Aaron McCarthy committed 2 hours ago

fade3e3

buy development popup

Aaron McCarthy committed 2 hours ago

2d7f275

@TimothyOsen

added comments

TimothyOsen committed 2 hours ago

4365718

@MJDickensheets

Merge pull request #113 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 2 hours ago

Verified 01d024e

fixed merge conflicts

Michael Dickensheets committed 2 hours ago

238e45d

House image number fix

Michael Dickensheets committed 2 hours ago

662f3aa

@TimothyOsen

Merge pull request #112 from MSU-ESOF322/Tim\_GUI ...

TimothyOsen committed 2 hours ago

Verified 03e66d3

@TimothyOsen

Edited Gui and made it a ton prettier

TimothyOsen committed 2 hours ago

b9cbdc8

@TimothyOsen

fixed merge conflicts and adjusted GUI layout

TimothyOsen committed 3 hours ago

c156ac3

fixed merge conflicts

Aaron McCarthy committed 3 hours ago

c15c0c2

dice stuff boii

Aaron McCarthy committed 3 hours ago

3c144f3

@amccarthy9904

Merge pull request #111 from MSU-ESOF322/Tim\_GUI ...

amccarthy9904 committed 3 hours ago

Verified 6fa211e

@TimothyOsen

Fixed merge conflicts

TimothyOsen committed 3 hours ago

f0314f4

@TimothyOsen

Added menu functions for managing props

TimothyOsen committed 3 hours ago

b03e09d

@MJDickensheets

Merge pull request #110 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 4 hours ago

Verified a16a20c

added house image updater

Michael Dickensheets committed 4 hours ago

81c8f2c

@amccarthy9904

Merge pull request #109 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 4 hours ago

Verified 92b4e77

merge conflicts

Aaron McCarthy committed 4 hours ago

9eb00e9

made roll dice work goodly

@MJDickensheets

Merge pull request #108 from MSU-ESOF322/Tim\_GUI ...

MJDickensheets committed 4 hours ago

Verified a0a3667

@TimothyOsen

fixed merge conflicts ...

TimothyOsen committed 4 hours ago

3ec964d

@TimothyOsen

updated images and started manage property window

TimothyOsen committed 4 hours ago

9c4a49c

@MJDickensheets

Merge pull request #107 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 4 hours ago

Verified 1c75068

added houses

Michael Dickensheets committed 4 hours ago

642159c

@MJDickensheets

Merge pull request #106 from MSU-ESOF322/Tim\_GUI ...

MJDickensheets committed 6 hours ago

Verified 4a0cccc

@TimothyOsen

fix merge conflicts

TimothyOsen committed 6 hours ago

1b36fab

@TimothyOsen

dstore is committed

TimothyOsen committed 6 hours ago

cca5467

@TimothyOsen

did some stuff

TimothyOsen committed 6 hours ago

8e1075f

@MJDickensheets

Merge pull request #105 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 6 hours ago

Verified 1005faa

added house images

Michael Dickensheets committed 6 hours ago  
a29a2d3

pieces movegit status

Michael Dickensheets committed 6 hours ago  
ce426cc

fixed merge errors

Michael Dickensheets committed 6 hours ago  
a82c0ec

added moving pieces

Commits on Nov 11, 2017

@amccarthy9904

Merge pull request #104 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 21 hours ago

Verified da79a5e

@amccarthy9904

new buttons and no underlin for jail status

amccarthy9904 committed 21 hours ago

ca8e52a

@amccarthy9904

added label creation methods

amccarthy9904 committed 21 hours ago

4f8cc9e

@amccarthy9904

removed unused code, implemented actions for buttons, roll dice is no... ...

amccarthy9904 committed 21 hours ago

0a9f32e

@amccarthy9904

implemented all labels needed. monop label not showing up due to Paly... ...

amccarthy9904 committed 21 hours ago

afa91dd

@amccarthy9904

made constructors add location

amccarthy9904 committed 21 hours ago

9371f0e

@amccarthy9904

added location attribute

amccarthy9904 committed 21 hours ago

e91a7be

@amccarthy9904

minor stuff

amccarthy9904 committed 21 hours ago

e0b86a8

@amccarthy9904

Merge pull request #103 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 22 hours ago

Verified 7ce03e9

@amccarthy9904

changes for property ownership checks

amccarthy9904 committed 22 hours ago

b73b32d

@amccarthy9904

changed buttons and attached them to functionality in monopolyController

amccarthy9904 committed 22 hours ago

e5e3a68

@amccarthy9904

minor change, End turn button still very buggy, complete games not po... ...

amccarthy9904 committed 22 hours ago

3a748c4

@amccarthy9904

made buttons work and added print statements for easier testing of n... ...

amccarthy9904 committed 22 hours ago

58f354a

@amccarthy9904

dont remember

amccarthy9904 committed 22 hours ago

ef17357

@amccarthy9904

made easier to test, have observed 4 rolls in one turn, need to fix that

amccarthy9904 committed 22 hours ago

788bc33

@amccarthy9904

added functionality for peoper owner cheacks

amccarthy9904 committed 22 hours ago

4114ca8

@amccarthy9904

made test compile

amccarthy9904 committed 22 hours ago

2340741

@amccarthy9904

Merge pull request #102 from MSU-ESOF322/Tim\_GUI ...

Commits on Nov 11, 2017

@amccarthy9904

Merge branch 'master' of github.com:MSU-ESOF322/Team26 into Tim\_GUI

amccarthy9904 committed a day ago

7c380db

@TimothyOsen

Added Label Updater class and made necessary changes to update labels... ..

TimothyOsen committed a day ago

af553c3

fixed move and landedOn functions

Michael Dickensheets committed a day ago

f378104

Commits on Nov 10, 2017

@TimothyOsen

Merge pull request #101 from MSU-ESOF322/Tim\_GUI ...

TimothyOsen committed 2 days ago

Verified 747027f

@TimothyOsen

Merge branches 'Tim\_GUI' and 'master' of https://github.com/MSU-ESOF3... ..

TimothyOsen committed 2 days ago

7ff19c5

@TimothyOsen

Added a ton of images for property indicators

TimothyOsen committed 2 days ago

2249c63

@ecandrews

Merge pull request #100 from MSU-ESOF322/dev\_A ...

ecandrews committed 2 days ago

Verified b87b3e5

@amccarthy9904

Merge branch 'master' into dev\_A

amccarthy9904 committed 2 days ago

Verified 231ef6f

deleted gui classs

Aaron McCarthy committed 2 days ago

7523014

made gui make a controller and make a seperate thread for all control... ..

Aaron McCarthy committed 2 days ago

b6dc87c

@TimothyOsen

Added extensive property-owned indicators

TimothyOsen committed 2 days ago

Verified 02105a1

@TimothyOsen

Merge pull request #99 from MSU-ESOF322/dev\_A ...

TimothyOsen committed 2 days ago

Verified a8ec4e4

fxml javafx version change

Aaron McCarthy committed 2 days ago

4c4df9d

merge conflicts and gui class

Aaron McCarthy committed 2 days ago

0ecd9f1

made gui thread and made a way for the labels to update

Aaron McCarthy committed 2 days ago

c01b5ea

@MJDickensheets

Merge pull request #98 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 2 days ago

Verified 86f754c

finally done moving images

Michael Dickensheets committed 2 days ago

244a65a

Adding in more images ...

Michael Dickensheets committed 2 days ago

33b2ce5

@MJDickensheets

Merge pull request #96 from MSU-ESOF322/Tim\_GUI ...

MJDickensheets committed 2 days ago

Verified 63097df

@MJDickensheets

Update MonopolyController.java

MJDickensheets committed 2 days ago

Verified a76dfbd

"moved other images" ...

Michael Dickensheets committed 2 days ago



47ebc41

moved other images

Michael Dickensheets committed 2 days ago

363aab5

@MJDickensheets

Merge pull request #97 from MSU-ESOF322/michael\_gui ...

MJDickensheets committed 2 days ago

Verified 87b72ce

@TimothyOsen

Merge branch 'master' into Tim\_GUI

TimothyOsen committed 2 days ago

Verified e7b278d

"Added Image Folder" ...

Michael Dickensheets committed 2 days ago

e22d307

added image folder

Michael Dickensheets committed 2 days ago

2e380e5

@TimothyOsen

Added a ton of images for property indicators

TimothyOsen committed 2 days ago

4c58909

@amccarthy9904

Merge pull request #95 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 2 days ago

Verified 908e7ca

fixed lebel instantiation

Aaron McCarthy committed 2 days ago

773ce36

@TimothyOsen

Added jpg files for each property color

TimothyOsen committed 2 days ago

Verified 1413df1

@amccarthy9904

Merge pull request #94 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 2 days ago

Verified 4f578f5

declared all playerlables

Aaron McCarthy committed 2 days ago

c943c4a

@amccarthy9904

Merge pull request #93 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 2 days ago

Verified 9aa4608

started on turn sequence

Aaron McCarthy committed 2 days ago

6632310

Commits on Nov 9, 2017

@ecandrews

Merge pull request #92 from MSU-ESOF322/Tim\_GUI

Commits on Nov 9, 2017

@TimothyOsen

Got GUI and what not compiling. added a single method to update playe... ...

TimothyOsen committed 3 days ago

ee285c9

Commits on Nov 7, 2017

@ecandrews

Merge pull request #91 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 5 days ago

Verified 2b3b51c

@ecandrews

removed unnecessary swing files

ecandrews committed 5 days ago

f3a12a0

@ecandrews

Merge pull request #90 from MSU-ESOF322/Test\_Files ...

ecandrews committed 5 days ago

Verified 81ee95d

just getting up to date here ...

Michael Dickensheets committed 5 days ago

b62be9a

Maybe fixed pa3.iml problem

Michael Dickensheets committed 5 days ago

4d51981

@ecandrews

Merge pull request #89 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 5 days ago  
Verified 5bc78af  
@ecandrews  
removed accidental file  
ecandrews committed 5 days ago  
a46ee0a

Added many tests fur shur ...  
Michael Dickensheets committed 5 days ago  
d56df41

Summore tests yall  
Michael Dickensheets committed 5 days ago  
d673f30  
@ecandrews  
fixed  
ecandrews committed 5 days ago  
b8ac5e0  
@amccarthy9904  
Merge pull request #88 from MSU-ESOF322/dev\_A ...  
amccarthy9904 committed 5 days ago  
Verified cc1dc0e  
@amccarthy9904  
removed dumb change  
amccarthy9904 committed 5 days ago  
56bb5ba  
@amccarthy9904  
special space  
amccarthy9904 committed 5 days ago  
3419968  
@amccarthy9904  
Merge pull request #87 from MSU-ESOF322/Tim\_GUI ...  
amccarthy9904 committed 5 days ago  
Verified cab2bb  
@TimothyOsen  
fixed merge conflicts  
TimothyOsen committed 5 days ago  
b4b1649  
@TimothyOsen  
Added images and GUI stuff  
TimothyOsen committed 5 days ago  
9897144  
@amccarthy9904

Merge pull request #86 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 5 days ago

Verified 270d66c

@TimothyOsen

Added images and GUI stuff

TimothyOsen committed 5 days ago

597f458

@amccarthy9904

Merge branch 'master' of github.com:MSU-ESOF322/Team26 into dev\_A

amccarthy9904 committed 5 days ago

8447672

@MJDickensheets

Merge pull request #85 from MSU-ESOF322/Test\_Files ...

MJDickensheets committed 5 days ago

Verified f77f080

@amccarthy9904

implemented landedOn method for all spaces except epecial spaces

amccarthy9904 committed 5 days ago

eea91e1

Model Test

Michael Dickensheets committed 5 days ago

ab5f080

Railroad testedgit add Test/RailroadTest.java

Michael Dickensheets committed 5 days ago

394168c

@ecandrews

Merge pull request #84 from MSU-ESOF322/sequenceDiagrams ...

ecandrews committed 5 days ago

Verified 1afa7e2

@ecandrews

Add files via upload ...

ecandrews committed 5 days ago

Verified de63a26

@MJDickensheets

Merge pull request #82 from MSU-ESOF322/Test\_Files ...

MJDickensheets committed 5 days ago

Verified 5751e19

PropertyTest implemented

Michael Dickensheets committed 5 days ago

483de90

fixed errors, so it compiles again

Michael Dickensheets committed 5 days ago

ae7a348

@MJDickensheets

Merge pull request #80 from MSU-ESOF322/dev\_A ...

MJDickensheets committed 5 days ago

Verified 9236158

Deleted Sell Prop method. That isn't a thing in this game. ...

Michael Dickensheets committed 5 days ago

c2c7137

deleted sellproperty method

Michael Dickensheets committed 5 days ago

936d531

Commits on Nov 5, 2017

@amccarthy9904

fixed merge conflicts

amccarthy9904 committed 7 days ago

4d53a6f

@amccarthy9904

tests for basic prop class

amccarthy9904 committed 7 days ago

61f60c4

@amccarthy9904

tests for player class

amccarthy9904 committed 7 days ago

Commits on Nov 5, 2017

@amccarthy9904

empty space for jail, free sausage etc

amccarthy9904 committed 7 days ago

7cefd53

@amccarthy9904

updated to new rollDiceMethod, i think move player should be being c... ...

amccarthy9904 committed 7 days ago

31e8a8c

@amccarthy9904

updated addproperty, buy property, and implemented calcTotalNetWorth

amccarthy9904 committed 7 days ago

1a6644b

@amccarthy9904

added empty spaces for jail, free sausage, etc

amccarthy9904 committed 7 days ago

e72c296

@amccarthy9904

updated movePlayer to use the new dice.rollDice method properly

amccarthy9904 committed 7 days ago

8ec6de0

@amccarthy9904

changed rolldice to rollInJailDice()

amccarthy9904 committed 7 days ago

6c5912f

@amccarthy9904

tests for the dice class

amccarthy9904 committed 7 days ago

0ae238d

@amccarthy9904

made rollDice work with utilities

amccarthy9904 committed 7 days ago

99419da

@TimothyOsen

Add files via upload

TimothyOsen committed 7 days ago

Verified 583430c

@ecandrews

Merge pull request #79 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 7 days ago

Verified a9cc91d

@ecandrews

conflicts

ecandrews committed 7 days ago

20ad327

@ecandrews

Merge branch 'master' of https://github.com/MSU-ESOF322/Team26 into d... ...

ecandrews committed 7 days ago

30aa34c

@ecandrews

added method

ecandrews committed 7 days ago

d26b1fc

@ecandrews

Merge pull request #78 from MSU-ESOF322/dev\_A ...

ecandrews committed 7 days ago

Verified 71d8495

@amccarthy9904

fixed merge conflicts

amccarthy9904 committed 7 days ago

58f7798

@ecandrews

merge conflicts

ecandrews committed 7 days ago

b3eff31

@ecandrews

added views

ecandrews committed 7 days ago

1fcf926

@amccarthy9904

Merge branch 'dev\_A' of github.com:MSU-ESOF322/Team26 into dev\_A

amccarthy9904 committed 7 days ago

003ea35

@amccarthy9904

idk

amccarthy9904 committed 7 days ago

15e801e

Commits on Nov 4, 2017

Some new methods for buying and mortgaging things ...

Michael Dickensheets committed 8 days ago

e433ab7

some methods

Michael Dickensheets committed 8 days ago

32997d7

Fixed Index Error ...

Michael Dickensheets committed 8 days ago

cf40476

test

Michael Dickensheets committed 8 days ago

0b4543a

Commits on Nov 3, 2017

finished buy/sell building, made mortgage property check for no build... ...

Aaron McCarthy committed 9 days ago

9753017

deleted game driver from my branch and updated moopCont with better b... ...

Aaron McCarthy committed 9 days ago

e0f786e

mergeing with refactor

Aaron McCarthy committed 9 days ago

e0f4e24

@ecandrews

Merge pull request #75 from MSU-ESOF322/refactor\_to\_MVC ...

ecandrews committed 9 days ago

Verified b5b08e9

@ecandrews

changes

ecandrews committed 9 days ago

2df7ed6

@ecandrews

refactored

ecandrews committed 9 days ago

5c2db0f

@ecandrews

refix

ecandrews committed 9 days ago

3ff8505

@ecandrews

refactored

ecandrews committed 9 days ago

5e2538c

@ecandrews

adding stuff

ecandrews committed 9 days ago

c49b1b7

finished buy house method in game driver

Aaron McCarthy committed 9 days ago

40eee02

@ecandrews

Merge pull request #73 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 9 days ago

Verified 21d1eb7

@ecandrews

fixed



Commits on Nov 3, 2017

@ecandrews

Merge pull request #72 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 9 days ago

Verified 4275574

@ecandrews

Merge branch 'dev\_lizzie' of https://github.com/MSU-ESOF322/Team26 in... ...

ecandrews committed 9 days ago

6c72a9c

@ecandrews

moved timer

ecandrews committed 9 days ago

1404a3c

deleted coulogroup.java

Aaron McCarthy committed 9 days ago

fa8b8f0

added auction popup

Andrews committed 9 days ago

58990a7

@ecandrews

added to popup

ecandrews committed 9 days ago

94bf649

Commits on Nov 2, 2017

@amccarthy9904

Merge pull request #71 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified babdf95

merge conflicts

Aaron McCarthy committed 10 days ago

22874d7

implemented buying development and checking for valid monopoly

Aaron McCarthy committed 10 days ago

e7533bb

gitignore

Andrews committed 10 days ago

8c13c24

gitignore  
Andrews committed 10 days ago  
4fab1a4

gitignore  
Andrews committed 10 days ago  
e882eaf

tests gone  
Andrews committed 10 days ago  
bbb8e9f

fixed merge conflicts  
Andrews committed 10 days ago  
2b7e58b  
@ecandrews  
Merge pull request #69 from MSU-ESOF322/dev\_liz ...  
ecandrews committed 10 days ago  
Verified d7904f2

merge conflicts  
Andrews committed 10 days ago  
90d3b01

gitignore  
Andrews committed 10 days ago  
8a68c31

gitignore  
Andrews committed 10 days ago  
508adf7

gitignore  
Andrews committed 10 days ago  
1649dba

gitignore  
Andrews committed 10 days ago  
5c00a3f

added .git ignore  
Andrews committed 10 days ago  
106a0f3

@TimothyOsen

Not needed since we are switching to Swing

TimothyOsen committed 10 days ago

Verified 74ea9d7

fixed

Andrews committed 10 days ago

d14415f

progress

Andrews committed 10 days ago

d416081

@amccarthy9904

Merge pull request #68 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified 2002162

made tax methods in player class

Aaron McCarthy committed 10 days ago

dba5d08

Merge branch 'master' of github.com:MSU-ESOF322/Team26 into dev\_A

Aaron McCarthy committed 10 days ago

f1073bf

fuk this shit

Aaron McCarthy committed 10 days ago

740d08d

@ecandrews

Merge pull request #67 from MSU-ESOF322/dev\_liz ...

ecandrews committed 10 days ago

Verified bd11e94

fixed merge conflicts

Andrews committed 10 days ago

45bf180

added injail popup

Andrews committed 10 days ago

c06ba4b

@MJDickensheets

Merge pull request #66 from MSU-ESOF322/branch\_michael ...

MJDickensheets committed 10 days ago

Verified d1454c7

all properties in board

Michael Dickensheets committed 10 days ago

63cb3a6

@MJDickensheets

Merge pull request #65 from MSU-ESOF322/branch\_michael ...

MJDickensheets committed 10 days ago

Verified 9bf5bb9

oh my god i hope this works

Merge branch 'master' of <https://github.com/MSU-ESOF322/Team26> into m... ...

Michael Dickensheets committed 10 days ago

bc432ff

@amccarthy9904

Merge pull request #64 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified f7dd4bc

fixed error

Aaron McCarthy committed 10 days ago

1e27b0b

color spaces added to board

Michael Dickensheets committed 10 days ago

b62b12e

@amccarthy9904

Merge pull request #63 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified f938731

railroad and utility constructrs

Aaron McCarthy committed 10 days ago

e23b51f

@TimothyOsen

Added fxml File for GUI

TimothyOsen committed 10 days ago

Verified 5e6a67b

@TimothyOsen

Added Image Folder to Directory

TimothyOsen committed 10 days ago

Verified cbdba62

implemented railroads properly

Aaron McCarthy committed 10 days ago

dd30b78

@ecandrews

Merge pull request #62 from MSU-ESOF322/dev\_liz ...

ecandrews committed 10 days ago

Verified c390f88

created roll popup

Andrews committed 10 days ago

410e6b2

@amccarthy9904

Merge pull request #60 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified 137cdac

did property

Aaron McCarthy committed 10 days ago

f63a430

more basicProp

Michael Dickensheets committed 10 days ago

98cf97c

@amccarthy9904

Merge pull request #55 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 10 days ago

Verified 265025e

changed colorGroup to basicProp

Michael Dickensheets committed 10 days ago

170db0b

minor changes fleeshed out propety a bit

Aaron McCarthy committed 10 days ago

c1e7e16

Merge branch 'michael\_branch' of <https://github.com/MSU-ESOF322/Team26> ... ..

Michael Dickensheets committed 10 days ago

626361a

fixed return values

Michael Dickensheets committed 10 days ago

8ddd7ae

@ecandrews

Merge pull request #52 from MSU-ESOF322/dev\_lizzie ...

ecandrews committed 10 days ago

Verified d4348bc

@ecandrews

fixed merge conflicts

ecandrews committed 10 days ago

c5f44ae

@ecandrews

fixed merge conflicts

ecandrews committed 10 days ago

4d6f38c

@ecandrews

Merge pull request #48 from MSU-ESOF322/michael\_branch ...

ecandrews committed 10 days ago

Verified 3ec65fa

@ecandrews

fixed merge conflicts

ecandrews committed 10 days ago

2166b7c

@ecandrews

added to gamedriver

ecandrews committed 10 days ago

8c2baf5

@ecandrews

added gui stuff to hopefully popup a window

ecandrews committed 10 days ago

d48df21

@ecandrews

removed bankrupt and stuff

ecandrews committed 10 days ago

512ada9

Commits on Oct 31, 2017

@amccarthy9904

Merge pull request #50 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 12 days ago

Verified 5109ccc

@amccarthy9904

implemented most of Player, commented out lines calling methods that ... ..

amccarthy9904 committed 12 days ago

7e364de

@amccarthy9904

Merge pull request #46 from MSU-ESOF322/dev\_A ...

amccarthy9904 committed 12 days ago

Verified b0fdf14

@amccarthy9904

merge conflicts

amccarthy9904 committed 12 days ago

ec38df6

@amccarthy9904

chacks for 3 doubles in a row and returns -1 if that happens

amccarthy9904 committed 12 days ago

91cd909

@amccarthy9904

made empty test class for dice and delted dice.java outside of src

amccarthy9904 committed 12 days ago

a26920c

@amccarthy9904

minor changes, 3 doubles sends you to jail from gameDriver

amccarthy9904 committed 12 days ago

4a866ef

property rent data

update for lizzy

Michael Dickensheets committed 12 days ago

e74051e

property changes

Michael Dickensheets committed 12 days ago

9d98a28

@amccarthy9904

Merge branch 'master' of github.com:MSU-ESOF322/Team26 into dev\_A ...

amccarthy9904 committed 12 days ago

783b69b

@amccarthy9904

pulled from master

amccarthy9904 committed 12 days ago

a8f6761

@amccarthy9904

implemented dice and updating player position

amccarthy9904 committed 12 days ago

937fae2

Finished making test classes

Michael Dickensheets committed 12 days ago  
ffb3850

@amccarthy9904  
implemented a dice class. roll mthod rolls 2 times  
amccarthy9904 committed 12 days ago  
10a70ed

Added Test Things

Michael Dickensheets committed 12 days ago  
d2a665d

Commits on Oct 24, 2017

@ecandrews

Merge pull request #45 from MSU-ESOF322/lizzie/createClasses ...

ecandrews committed 19 days ago

e3dba28

@ecandrews

added UML file

ecandrews committed 19 days ago

970522b

@ecandrews

added framework for files

ecandrews committed 19 days ago

c1f6d89

@ecandrews

created framework for player class

ecandrews committed 19 days ago

c6897fd

@ecandrews

Merge pull request #33 from MSU-ESOF322/dev-lizzie ...

ecandrews committed 19 days ago

8d15c5c

@ecandrews

added folder for pa3