# System Level Testing

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| Test | Description | Input | Expected Outcome | Actual Outcome | Pass/ Fail | Action |
| 1 | Add 6 players to the game and see if they’re playable | Add 4 human players in “player select” screen | Players will be listed in bottom right of GUI | Players are listed | Pass | N/A |
| 2 | Check if rent is paid when landing on another players property | Set ownership of properties in code before running the game | The correct amount will be sent between players | The correct rent is sent | Pass | N/A |
| 3 | Check if game allows to add houses incorrectly | Attempt to buy 2 houses for the same property before the rest of the group | Error popup saying "You can't add a house here!" | Correct error displayed | Pass | N/A |
| 4 | Check id *“repair houses/hotels”* card works correctly | Place the card at the top of the pile in the code, and assign properties with houses to player | Player’s money is deducted correct amount for the number of houses and hotels they have | Nothing happens | Fail | The *Cards* class must be able to communicate with the players money |
| 5 | Check if player is sent to jail correctly | Add players to game and take goes until a player is sent to jail | Player goes straight to jail, and remains until they pay or wait 3 turns | Behaves as expected. Menu shown on every turn displaying how many turns they have left. | Pass | N/A |
| 6 | Check if player is deleted upon bankruptcy | Set ownership of properties to one player, and set the other player’s money to a low amount | Player 2’s assets will be dissolved and is declared bankrupt, player 1 receives 2’s remaining money | As expected. In the case with only 2 players, player 1 is declared winner | Pass | N/A |