

We have tests written for the Board, Banker, Player and Color classes. They are run using the TestSuite class in the monopoly.engine.game package under src/test. Individual unit tests can be run from Eclipse and running each test class as JUnit Tests. Furthermore all tests are run whenever the build is compiled using Gradle, which is the preferred way of testing the code. When testing using Gradle we expect that the build to succeed since this means that all of the tests have passed.