

System Level Test Table

Test	Description	Expected Outcomes	Outcome	Pass/Fail
User Requirements Game Rule 1				
1	Test whether it's possible to play with only one human player or one AI	Both scenarios should be impossible	Expected outcome	Pass
2	Can the user attempt to play with too many or a negative amount of human/AI players	If there's only 1 player and start game is pressed an error occurs. There's no ability for the user to attempt to play with negative players	Expected outcome	Pass
3	Can the user attempt to play without choosing a token or multiple users play with the same token	We're using only colours to represent tokens at the moment. An error occurs if two players have the same colour.	Expected outcome	Pass
4	Can player exit dice throw window and get stuck	Exit,maximise and minimise buttons shouldn't be accessible	Expected outcome	Pass

5	Can a game be started without all players choosing colours	Error message should tell user to choose a colour for all players	Illegal argument error occurs	Fail
6	A. What happens if a player doesn't roll a dice B. Can a player only roll one dice C. Can a player roll more than two dice D. Can two players roll the dice at the same time	These actions can't occur because of the boss adam coded it	Expected outcome	Pass
7	A. Does each player move correctly around the board B. Does every player start at go at the start of the game C. Does every player move clockwise D. Can a player move off the board	Board movement currently not implemented	Expected outcome	Fail
User Requirements Game Rule 2				
9	A. Can human players trade properties with other human players B. Can human players trade properties with AI players	Not implemented	Expected outcome	Fail

10	A. Can AI players trade properties with human players B. Can AI players trade properties with AI players	Not implemented	Expected outcome	Fail
11	A. Can properties be traded with money (shouldn't happen) B. Can properties be traded with other properties.	Not implemented	Expected outcome	Fail
12	A. Can game items be traded with the bank for money B. Can game items be traded with the bank for anything else other than money (shouldn't happen)	Not implemented	Expected outcome	Fail
User Requirements Game Rule 3				
13	A. Does the game start with two deck of cards 'pot luck' and 'opportunity knocks.' B. Can the names of the two decks be change	They haven't been fully implemented with the gui but their names can be changed	Expected outcome	Fail
14	Are the cards in the pile randomized	Not implemented	Expected outcome	Fail
15	After the action of the card has been carried out, does the card get replaced at the bottom of the respective pile.	Not implemented	Expected outcome	Fail

User Requirements Game Rule 4				
16	Does a player move around the correct spaces on the board, relative the number shown on the dice.	Movement on GUI not implemented	Expected outcome	Fail
User Requirement Game Rule 5				
17	A. Can a player throw the dice again if the roll a double for the first time. B. Can a player throw the dice again if the roll a double for the second time C. Can a player throw the dice again if the roll a double for the third time	Not implemented	Expected outcome	Fail
18	A. Does a player go to jail if they roll a double three times. B. Does a player move 'directly' to jail when the rolled a double 3 times	Not implemented	Expected outcome	Fail
User Requirement Game Rule 8				
19	A. Can a player purchase a property before one circuit of the board B. Can a player purchase a property after one circuit of the board	Not implemented	Expected outcome	Fail
20	Can the one circuit rule be toggled on or off	Not implemented	Expected outcome	

21	Does a player receive £200 when the pass go Can a player receive more than £200 when they pass go	Not implemented	Expected outcome	Fail
User Requirement Game Rule 9				
22	Does the bank own all properties at the start of the game	All properties should have no owners which are players	Expected outcome	Pass
23	Does ownership of a property change when purchased.	The player which buys the property should have ownership	Expected outcome	Pass
24	Does ownership of a property change when traded.	Not implemented	Expected outcome	Fail
User Requirements Game Rule 10				
25	Can a player choose to purchase a property or not.	Player should be able to put a property up for auction if they choose not to buy it	Expected outcome	Pass
26	Does the property get auctioned when the player chooses not to purchase the property.	Not implemented	Expected outcome	Fail
27	Can a player be apart of the auction if they haven't completed a circuit of the board.	Not implemented	Expected outcome	

28	<p>A. Can there be an auction with only one player.</p> <p>B. Can a player bid more money than what they have.</p>	An auction with one player should see that player get ownership for free. A player may exceed the cash they have to bid.	Expected outcome	Pass
29	Can a player sell during auction to raise more money.	Not implemented	Expected outcome	Fail
User Requirements Rule 11				
30	<p>A. Does a player pay rent when they land on an owned property. f</p> <p>B. Does a player pay rent on a property that is mortgaged.</p>	Not implemented	Expected outcome	Fail
User Requirements Rule 12				
31	Does a player pay double rent when they land on a property where the set is owned by another player.	Not implemented	Expected outcome	Fail
User Requirements Rule 13				
32	Does a player pay increased rent when they land on a property that has been improved.	Not implemented	Expected outcome	Fail

User Requirements Rule 14				
33	A. Can a player pay rent with cash. B. Can a player pay rent without cash.	Not implemented	Expected outcome	Fail
34	Can a player sell game items to the bank for cash	Player should gain cash worth of the game item sold	Expected outcome	Pass
35	A. Can a player declare bankruptcy B. Where does the assets of a player go if they declare bankruptcy C. When a player is bankrupt, is their token removed.	Not implemented	Expected outcome	Fail
User Requirement Rule 15				
36	Can a player be lent some cash from the bank or other players.	Both bank and players should be able to do this	Expected outcome	Pass
User Requirement Rule 16				
37	Can a player make trades before they have rolled their dice.	Not implemented	Expected outcome	Fail
38	A. Does an action take place when a player lands on a property that they own.	Not implemented	Expected outcome	Fail

	B. Can a player purchase a house or hotel after they have rolled their dice.			
User Requirement Rule 17				
39	Can a player purchase a house or hotel before they own all properties of a particular colour group.	Not implemented	Expected outcome	Fail
User Requirement Rule 18				
40	Are houses and hotels bought for the correct amount.	Not implemented	Expected outcome	Fail
User Requirement Rule 19				
41	Can a player sell houses or hotels back to the bank.	Not implemented	Expected outcome	Fail
42	A. Can a player sell a property back to the bank. B. Can a player sell a mortgaged property back to the bank.	Players should be able to sell to the bank and have cash credited to them	Expected outcome	Pass
User Requirement Rule 20				
43	Can a player have a difference of more than one house on a owned colour set.	Not implemented	Expected outcome	Fail
User Requirement Rule 21				

44	Can a player build more than one hotel.	Should be possible	Expected outcome	Pass
User Requirement Rule 22				
45	A. Can a player mortgage a property back to the bank B. Can a player mortgage a property twice	Mortgage system should work fine, with the correct amounts being credited to players	Expected outcome	Pass
46	Can a player collect rent on a mortgaged property	Shouldn't be able to happen	Expected outcome	Pass
User Requirement Rule 23				
47	How much money does a player get back when they sell a mortgaged property to the bank.	They should half the cost of the property back	Expected outcome	Pass
User Requirement Rule 24				
48	A. Does the collected fees go into the 'free parking' space. B. Does a player collect the funds accumulated on 'free parking' when they land on it	Not implemented	Expected outcome	Fail

User Requirement Rule 25				
49	<p>A. Can a player pay £50 to leave jail early.</p> <p>B. Does the release fee get added to the 'free parking' space.</p> <p>C. Does a player move to just visiting after paying the fee to leave early.</p>	Not implemented	Expected outcome	Fail
User Requirement Rule 26				
50	<p>A. Does a player miss their next two turns if they opt to stay in jail.</p> <p>B. Can a player collect rent whilst they are in jail.</p> <p>C. After a player has spent two round in jail, are they moved to just visiting after.</p>	Not implemented	Expected outcome	Fail
User Requirement Rule 27				
51	<p>A. Can a player choose to use their 'get out of jail free' card if they are in jail.</p> <p>B. Does a player move to 'just visiting' if they choose to use their 'get out of jail free' card.</p>	Not implemented	Expected outcome	Fail

User Requirement Rule 28				
52	Can the cards of the game be customisable.	Not implemented	Expected outcome	Fail
53	A. Does the game support transactions between Bank to player. B. Does the game support transactions between Player to Bank.	These features should be supported	Expected outcome	Pass
54	A. Does the game support transactions between Player to Free Parking. B. Does the game support transactions between Free parking to player.	Not implemented	Expected outcome	Fail
55	A. Does the game allow a player to move directly to a position. B. Does the game allow a player to move forward to a position.	Not implemented	Expected outcome	Fail
56	A. Does a player collect money from go if they move directly to a position. B. Can a player move backwards.	Not implemented	Expected outcome	Fail