

### MP Phase 2 - Test Cases

Class	Method	#	Test Description	Data	Expected Output	Actual Output	Pass/ Fail
Game	sortRankings	1	The list of players based on player value is unsorted.	Player 1: 5250 Player 2: 20 Player 3: 120 Player 4: 7360	Method sorts the list of players in descending order.	Method sorts the list of players in descending order.	P
		2	The list of players based on player value is in ascending order.	Player 1: 20 Player 2: 120 Player 3: 5250 Player 4: 7360	Method sorts the list of players in descending order.	Method sorts the list of players in descending order.	P
		3	The list of players based on player value is in descending order.	Player 1: 7360 Player 2: 5250 Player 3: 120 Player 4: 20	The order of the list of players is retained.	The order of the list of players is retained.	P
	disCard	1	Player lands on Chance Space and is given a card	Card: Double rent	The card is removed from the list of final cards and added to the list of used cards.	The card is removed from the list of final cards and added to the list of used cards.	P
		2	Player does not land on Chance Space	Player position: 10 Chance Space position: 13	No card is removed from the list of final cards or added to the list of used cards.	No card is removed from the list of final cards or added to the list of used cards.	P
		3	Player lands on Chance Space, is given a card	Card: Double rent	The card is removed from the list of final cards and	The card is removed from the list of final cards and	P

			and decides to immediately use it		added to the list of used cards.	added to the list of used cards.	
	generateAllCards	1	The game starts	List size of final cards: 28	Cards are instantiated/made depending in the total card count per group, added to the list of final cards, and shuffled.	Cards are instantiated/made depending in the total card count per group, added to the list of final cards, and shuffled.	P
		2	The game is in progress	List size of final cards: 15	Nothing.	Nothing.	P
		3	The game ends	List size of final cards: 0	Nothing.	Nothing.	P
	isOver	1	Player does not have enough money to pay rent and becomes bankrupt	Player cash: 1000 Rent amount: 1100 isBankrupt (Player): true	Method returns true.	Method returns true.	P
		2	Bank runs out of cash after Player collects money from used Chance card	Bank cash: -150 Amount required by Card: 200 isBankrupt (Bank): true	Method returns true.	Method returns true.	P
		3	Player owns two full sets of properties with the same color	Owned gray properties: 2 Owned pink properties: 3 ownsTwoColors (Player): true	Method returns true.	Method returns true.	P
		4	Player and Bank have enough cash	Player cash: 750 Bank cash: 5200	Method returns false.	Method returns false.	P

	shuffleCards	1	All Chance cards are generated at the start of the game	List of final cards: complete (28/28)	The final cards are shuffled.	The final cards are shuffled.	P
		2	Cards are added to the list of used cards	List of final cards: 15/28 List of used cards: 13	Both final cards and used cards are shuffled.	Both final cards and used cards are shuffled.	P
		3	No final cards left, and all is in the list of used cards	List of final cards: 0/28 List of used cards: 28	The used cards are shuffled.	The used cards are shuffled.	P
	setBankMoney	1	The game starts with three players	Number of Players: 3	Bank money is computed and set.	Bank money is computed and set.	P
		2	The game is in progress	Number of Players: 3	Bank money is not computed and set.	Bank money is not computed and set.	P
		3	The game ends	Number of Players: 3	Bank money is not computed and set.	Bank money is not computed and set.	P
	setCurrPlayer	1	The game starts with Player 1	Current player: Player 1	Player 1 is set as the current player.	Player 1 is set as the current player.	P
		2	It is still Player 1's turn	Current player: Player 1	Player 1 is still set as the current player.	Player 1 is still set as the current player.	P
		3	It is not the turn of Player 1	Current player: Player 1	Player 1 is not set as the current player.	Player 1 is not set as the current player.	P

	setCurrTile	1	Player lands on Start tile	Dice value: 4 Current Player position: 28 Start tile position: 0	Current tile position of the player is set to zero.	Current tile position of the player is set to zero.	P
		2	Player lands on a property	Dice value: 2 Current Player position: 28 Property tile position: 30	Current tile position of the player is set same with the position of the property tile.	Current tile position of the player is set same with the position of the property tile.	P
		3	Player passes Start tile	Dice value: 6 Current Player position: 28 Start tile position: 0	Current tile position of the player is set same with the position of some tile past Start.	Current tile position of the player is set same with the position of some tile past Start.	P
	setTurn	1	The game starts with Player 1	Number of Players: 4 Current player: Player 1	Player 1 is set as the current player.	Player 1 is set as the current player.	P
		2	The turn of the second to the last player ends	Number of Players: 4 Current player: Player 3	Player 3 is still set as the current player.	Player 3 is still set as the current player.	P
		3	The last player's turn ends	Number of Players: 4 Current player: Player 4	Player 1 is set back as the current player.	Player 1 is set back as the current player.	P
Player	rollDice	1	Player randomly rolls the dice within 1 to 6	dice: 5	The dice gets the random value (5) which is within the range of 1 to 6 and returns 5.	The dice gets the random value (5) which is within the range of 1 to 6 and returns 5.	P
		2	Player tries to roll dice not within 1 to 6	dice: 2	The dice gets the random value (2) which is within the range of 1 to 6 and returns 5.	The dice gets the random value (2) which is within the range of 1 to 6 and returns 5.	P

		3	Player tries to roll a negative value	dice: 3	The dice gets the random value (3) which is within the range of 1 to 6 and returns 5.	The dice gets the random value (3) which is within the range of 1 to 6 and returns 5.	P
	move	1	Player moves until before the Start tile (at index 0)	nDice: 5 currTile: 13 hasPassed: false	Current tile position of the Player becomes 18, hasPassed (checking if Player lands or passes Start) remains false. Player does not collect Start cash of 200.	Current tile position of the Player becomes 18, hasPassed (checking if Player lands or passes Start) remains false. Player does not collect Start cash of 200.	P
		2	Player moves past the Start tile	nDice: 6 currTile: 28 hasPassed: true	Current tile position of the Player becomes 2, hasPassed (passes Start) is set to true. Player collects Start cash of 200.	Current tile position of the Player becomes 2, hasPassed (passes Start) is set to true. Player collects Start cash of 200.	P
		3	Player lands exactly at Start	nDice: 3 currTile: 29 hasPassed: true	Current tile position of the Player becomes 0, hasPassed (lands on Start) is set to true. Player collects Start cash of 200.	Current tile position of the Player becomes 0, hasPassed (lands on Start) is set to true. Player collects Start cash of 200.	P
	isBankrupt	1	Player still has cash after purchasing a property	Property: Connecticut Property price: 200 Cash: 1500	Method returns false and game continues.	Method returns false and game continues.	P
		2	Player has exactly no cash after paying rent	Property: Connecticut Rent: 400 Cash: 400	Method returns false and game continues.	Method returns false and game continues.	P

		3	Player does not have enough cash to pay rent	Property: Connecticut Rent: 600 Cash: 400	Method returns true and game ends.	Method returns true and game ends.	P
	ownsTwoColors	1	Player owns two full sets of properties with the same color.	Owned properties (blue): 3 Owned properties (orange): 2	Method returns true.	Method returns true.	P
		2	Player owns only one full set of properties with the same color.	Owned properties (blue): 3 Owned properties (orange): 1 Owned properties (yellow): 1	Method returns false.	Method returns false.	P
		3	Player does not own full set of properties with the same color.	Owned properties (blue): 2 Owned properties (orange): 1 Owned properties (yellow): 1	Method returns false.	Method returns false.	P
	purchase	1	Player has enough cash and property is unowned	Property: 5 <sup>th</sup> Avenue Property price: 320 Property owner: none Player cash: 1350	Player successfully adds property to list of owned properties and price is deducted from Player's cash.	Player successfully adds property to list of owned properties and price is deducted from Player's cash.	P
		2	Player does not have enough cash	Property: 5 <sup>th</sup> Avenue Property price: 320 Property owner: none Player cash: 300	The "BUY" button in view is disabled.	The "BUY" button in view is disabled.	P

		3	Property is already owned by another Player	Property: 5 <sup>th</sup> Avenue Property price: 320 Property owner: some Player Player cash: 1500	The “BUY” button in view is disabled.	The “BUY” button in view is disabled.	P
	develop	1	Owner lands on his property, has enough cash, and rent collected is enough for development	Player type that is the owner object and his property object	Cost for development is deducted from owner’s cash on hand; number of houses is incremented to the property object	Cost for development is deducted from owner’s cash on hand; number of houses is incremented to the property object	P
		2	Owner lands on his property, has enough cash, but rent collected is not enough for development	Player type that is the player object and property object of another player	A notification that player is unable to develop his property appears; cash on hand is retained and number of houses is not incremented	A notification that player is unable to develop his property appears; cash on hand is retained and number of houses is not incremented	P
		3	Owner does not land on his property, has enough cash, and rent collected is enough for development	Player type that is the owner object and his property object	Player’s cash on hand is retained and number of houses is not incremented	Player’s cash on hand is retained and number of houses is not incremented	P
	payRent	1	Player has enough cash	Property: 5 <sup>th</sup> Avenue Rent: 1000 Cash: 1500	Owner earns money from rent paid by the player.	Owner earns money from rent paid by the player.	P
		2	Player does not have enough cash	Property: 5 <sup>th</sup> Avenue Rent: 1000 Cash: 950	The game ends.	The game ends.	P

		3	Player owns the property	Property: 5 <sup>th</sup> Avenue Rent: 1000 Cash: 950	None will be added or deducted to the player and owner.	None will be added or deducted to the player and owner.	P
	payTax	1	Player has enough cash	Tax type: Luxury Tax amount: 75 Cash: 1250	Bank earns money from tax paid by the player.	Bank earns money from tax paid by the player.	P
		2	Player does not have enough cash	Tax type: Luxury Tax amount: 75 Cash: 50	The game ends.	The game ends.	P
		3	Player has exact amount of cash	Tax type: Luxury Tax amount: 75 Cash: 75	Bank earns money from tax paid by the player and the game continues.	Bank earns money from tax paid by the player and the game continues.	P
	compareTo	1	Player value is less than the value of another player	Player 1 value: 1500 Player 2 value: 5250	Method returns false.	Method returns false.	P
		2	Player value is greater than the value of another player	Player 1 value: 5250 Player 2 value: 1500	Method returns false.	Method returns false.	P
		3	Player value is the same with the value of another player	Player 1 value: 5250 Player 2 value: 5250	Method returns true.	Method returns true.	P
	computePlayerVal	1	Player has positive cash amount and has multiple developed properties	Cash: 1320 Owned properties: Acacia – 750 Ylaya – 150 9 <sup>th</sup> Street – 900	Player value is computed and not set to zero.	Player value is computed and not set to zero.	P



		2	Player has positive cash amount but only has a few undeveloped properties	Cash: 1350 Owned properties: Acacia – 20 Ylala – 10 9 <sup>th</sup> Street – 26	Player value is computed and not set to zero.	Player value is computed and not set to zero.	P
		3	Player has 0 cash amount but has multiple fully developed properties	Cash: 0 Owned properties: Acacia – 1100 Ylala – 750 9 <sup>th</sup> Street – 1275	Player value is computed and not set to zero.	Player value is computed and not set to zero.	P
		4	Player is bankrupt but has multiple fully developed properties	Cash: -250 Owned properties: Acacia – 1100 Ylala – 750 9 <sup>th</sup> Street – 1275	Player value is set to zero. (will be marked as a Bankrupt player when displayed in the Game)	Player value is set to zero. (will be marked as a Bankrupt player when displayed in the Game)	P
		5	Player is bankrupt and only has few properties	Cash: -250 Owned properties: Acacia – 100 Ylala – 50 9 <sup>th</sup> Street – 130	Player value is set to zero. (will be marked as a Bankrupt player when displayed in the Game)	Player value is set to zero. (will be marked as a Bankrupt player when displayed in the Game)	P
	useCard	1	Player lands on Chance Space and uses the chance card immediately	Stored card: Get out of Jail free	The card is discarded from Player's list of stored cards and the action in the card is done.	The card is discarded from Player's list of stored cards and the action in the card is done.	P
		2	Player lands on Chance Space and decides to keep the chance card	Stored card: Get out of Jail free	The card is retained in Player's list of stored cards no action in the card is done.	The card is retained in Player's list of stored cards no action in the card is done.	P

		3	Player lands on Chance Space and does nothing	Stored card: Get out of Jail free	The card is retained in Player's list of stored cards no action in the card is done.	The card is retained in Player's list of stored cards no action in the card is done.	P
	storeCard	1	Player lands on Chance Space and uses the chance card immediately	Card: Get out of Jail free	The card is not added to the Player's list of stored cards.	The card is not added to the Player's list of stored cards.	P
		2	Player lands on Chance Space and decides to keep the chance card	Card: Get out of Jail free	The card is added to the Player's list of stored cards.	The card is added to the Player's list of stored cards.	P
		3	Player lands on Chance Space and does nothing	Card: Get out of Jail free	The card is still added to the Player's list of stored cards.	The card is still added to the Player's list of stored cards.	P
	disCard	1	Player lands on Chance Space and uses the chance card immediately	Card: Get out of Jail free	The card is neither added nor removed from the Player's list of stored cards.	The card is neither added nor removed from the Player's list of stored cards.	P
		2	Player lands on Chance Space and decides to keep the chance card	Card: Get out of Jail free	The card is not removed from the Player's list of stored cards.	The card is not removed from the Player's list of stored cards.	P
		3	Player lands on Chance Space and does nothing	Card: Get out of Jail free	The card is not removed from the Player's list of stored cards.	The card is not removed from the Player's list of stored cards.	P
	addCash	1	Some other player lands on the property owned by the Player	Cash: 1250 Property rent: 150	Player earns from the rent paid by the other player.	Player earns from the rent paid by the other player.	P

		2	Player uses Chance Card (Collect 150 prize money)	Cash: 350 Card: Collect 150 prize money	The prize money is added to the cash of the Player.	The prize money is added to the cash of the Player.	P
		3	Player passes Start tile	Cash: 1250	An amount of 200 is collected by the Player.	An amount of 200 is collected by the Player.	P
	deductCash	1	Player has enough cash and purchases property	Cash: 1250 Property price: 200	Cash is deducted from player.	Cash is deducted from player.	P
		2	Player has enough cash and pays rent	Cash: 1250 Property rent: 200	Cash is deducted from player.	Cash is deducted from player.	P
		3	Player does not enough cash and pays rent	Cash: 1250 Development cost: 100	Cash is deducted from player.	Cash is deducted from player.	P
	setCurrTile	1	Player lands on Start tile	Dice value: 4 Current Player position: 28 Start tile position: 0	Current tile position of the player is set to zero.	Current tile position of the player is set to zero.	P
		2	Player lands on a property	Dice value: 2 Current Player position: 28 Property tile position: 30	Current tile position of the player is set same with the position of the property tile.	Current tile position of the player is set same with the position of the property tile.	P
		3	Player passes Start tile	Dice value: 6 Current Player position: 28 Start tile position: 0	Current tile position of the player is set same with the position of some tile past Start.	Current tile position of the player is set same with the position of some tile past Start.	P

	setHasPassed	1	Player lands on Start tile	Dice value: 4 Current Player position: 28 Start tile position: 0	The hasPassed attribute of the Player is set to true.	The hasPassed attribute of the Player is set to true.	P
		2	Player lands on some tile but neither lands nor passes Start	Dice value: 1 Current Player position: 28 Start tile position: 0	The hasPassed attribute of the Player is still set to false.	The hasPassed attribute of the Player is still set to false.	P
		3	Player passes Start tile	Dice value: 6 Current Player position: 28 Start tile position: 0	The hasPassed attribute of the Player is set to true.	The hasPassed attribute of the Player is set to true.	P
	setInJail	1	Player lands on Jail tile	Dice value: 4 Current Player position: 13 Jail tile position: 17	The inJail attribute of the Player is set to true.	The inJail attribute of the Player is set to true.	P
		2	Player passes Jail tile	Dice value: 6 Current Player position: 13 Jail tile position: 17	The inJail attribute of the Player is still set to false.	The inJail attribute of the Player is still set to false.	P
		3	Player receives the Chance Card go to Jail	Dice value: 2 Current Player position: 11 Chance Space position: 13 Jail tile position: 17	The inJail attribute of the Player is set to true.	The inJail attribute of the Player is set to true.	P

	setPlayerVal	1	Player has positive cash amount	Cash: 1750	Player value attribute is set to the compute value from compute rankings method.	Player value attribute is set to the compute value from compute rankings method.	P
		2	Player has zero cash amount	Cash: 0	Player value attribute is set to the compute value from compute rankings method.	Player value attribute is set to the compute value from compute rankings method.	P
		3	Player has negative cash amount	Cash: -50	Player value attribute is set to zero.	Player value attribute is set to zero.	P
Board	addTile	1	The name matches with the list of Property names in the condition of the method	String name: "Almond Drive"	The property object is instantiated and added to the arraylist of tiles.	The property object is instantiated and added to the arraylist of tiles.	P
		2	The name matches with the list of Fixed Space names in the condition of the method	String name: "Community Service"	The fixed space object is instantiated and added to the arraylist of tiles.	The fixed space object is instantiated and added to the arraylist of tiles.	P
		3	The name matches with the list of Railroad names in the condition of the method	String name: "Metro"	The railroad object is instantiated and added to the arraylist of tiles.	The railroad object is instantiated and added to the arraylist of tiles.	P
Bank	addCash	1	Player lands on Luxury Tax	Player cash: 1250 Bank cash: 5200 Tax amount: 75	The tax amount is added to the Bank's cash.	The tax amount is added to the Bank's cash.	P

		2	Player decides to develop a property	Player cash: 1250 Bank cash: 5200 Development cost: 270	The development cost is added to the Bank's cash.	The development cost is added to the Bank's cash.	P
		3	Player uses Chance Card (Renovation)	Player cash: 1250 Bank cash: 5200 Renovation cost: 50	The renovation cost is added to the Bank's cash.	The renovation cost is added to the Bank's cash.	P
	deductCash	1	Player passes through Start	Player cash: 1250 Bank cash: 5200	An amount of 200 is deducted from the Bank's cash.	An amount of 200 is deducted from the Bank's cash.	P
		2	Player lands on Start	Player cash: 1250 Bank cash: 5200	An amount of 200 is deducted from the Bank's cash.	An amount of 200 is deducted from the Bank's cash.	P
		3	Player pays rent to another player	Player cash: 1250 Bank cash: 5200	No amount is deducted from the Bank's cash.	No amount is deducted from the Bank's cash.	P
	setCurrAmount	1	Player decides to develop a property	Player cash: 1250 Bank cash: 5200 Development cost: 270	The bank cash is updated with the added development cost.	The bank cash is updated with the added development cost.	P
		2	Player passes through Start	Player cash: 1250 Bank cash: 5200	The bank cash is updated with the deducted amount of 200 from Start.	The bank cash is updated with the deducted amount of 200 from Start.	P
		3	Player pays rent to another player	Player cash: 1250 Bank cash: 5200	No amount is updated from the Bank's cash.	No amount is updated from the Bank's cash.	P
	landAction (Start)	1	Player passes through Start	Player cash: 1250 Bank cash: 5200	Player collects an amount of 200 and the same amount is deducted from the Bank.	Player collects an amount of 200 and the same amount is deducted from the Bank.	P
	FixedSpace						

		2	Player lands on Start	Player cash: 1250 Bank cash: 5200	Player collects an amount of 200 and the same amount is deducted from the Bank.	Player collects an amount of 200 and the same amount is deducted from the Bank.	P
		3	Player lands on Start but Bank does not have enough money	Player cash: 720 Bank cash: 150	Player collects the remaining amount of cash the Bank has and the game ends.	Player collects the remaining amount of cash the Bank has and the game ends.	P
	landAction <b>(Community Service)</b>	1	Player passes through Community Service	Player cash: 1250 Bank cash: 5200	Nothing happens.	Nothing happens.	P
		2	Player lands on Community Service	Player cash: 1250 Bank cash: 5200	Player collects an amount of 50 and the same amount is deducted from the Bank.	Player collects an amount of 50 and the same amount is deducted from the Bank.	P
		3	Player lands on a property before Community Service.	Player cash: 1250 Bank cash: 5200	Nothing happens.	Nothing happens.	P
	landAction <b>(Free Parking)</b>	1	Player passes through Free Parking	Player cash: 1250 Bank cash: 5200	Player waits for his next turn.	Player waits for his next turn.	P
		2	Player lands on Free Parking	Player cash: 1250 Bank cash: 5200	Player waits for his next turn.	Player waits for his next turn.	P
		3	Player lands on a property before Free Parking	Player cash: 1250 Bank cash: 5200	Player waits for his next turn.	Player waits for his next turn.	P
	landAction <b>(Jail)</b>	1	Player passes through Jail	Player cash: 1250 Bank cash: 5200 inJail: false	Nothing happens.	Nothing happens.	P

		2	Player lands on Jail	Player cash: 1250 Bank cash: 5200 inJail: true	Player's turn ends and attribute inJail is set to true.	Player's turn ends and attribute inJail is set to true.	P
		3	It is Player's next turn and is still in Jail	Player cash: 1250 Bank cash: 5200	Player pays 50 and this amount is added to Bank before beginning next turn.	Player pays 50 and this amount is added to Bank before beginning next turn.	P
<b>Tax</b>	<b>computeTax (Luxury)</b>	1	Player passes through Luxury Tax	Player cash: 1250 Bank cash: 5200	Tax is not computed.	Tax is not computed.	P
		2	Player lands on Luxury Tax	Player cash: 1250 Bank cash: 5200	Tax amount of 75 is computed and returned by the method.	Tax amount of 75 is computed and returned by the method.	P
		3	Player lands on a Property before Luxury Tax	Player cash: 1250 Bank cash: 5200	Tax is not computed.	Tax is not computed.	P
	<b>computeTax (Income)</b>	1	Player passes through Income Tax	Player cash: 1250 Bank cash: 5200	Tax is not computed.	Tax is not computed.	P
		2	Player lands on Income Tax	Player cash: 1250 Bank cash: 5200	Tax amount of 200 is computed and returned by the method.	Tax amount of 200 is computed and returned by the method.	P
		3	Player lands on a Property before Income Tax	Player cash: 1250 Bank cash: 5200	Tax is not computed.	Tax is not computed.	P
<b>&lt; Ownable &gt;</b>	setIsOwned	1	Player purchases property	Property: 5 <sup>th</sup> Avenue Owner: none	The isOwned attribute of the Player is set to true.	The isOwned attribute of the Player is set to true.	P



		2	Player successfully makes trade	Property: 5 <sup>th</sup> Avenue Owner: Player 1 Property: Almond Drive Owner: Player 2	The isOwned attribute of the Player is still set to true.	The isOwned attribute of the Player is still set to true.	P
		3	Player uses Chance card to land on unowned property but decides not to purchase it	Card: Proceed to Property Property: 5 <sup>th</sup> Avenue Owner: none	The isOwned attribute of the Player is remains false.	The isOwned attribute of the Player is remains false.	P
	setOwner	1	Player purchases property	Property: 5 <sup>th</sup> Avenue Owner: none	The player is set as the owner.	The player is set as the owner.	P
		2	Player successfully makes trade	Property: 5 <sup>th</sup> Avenue Owner: Player 1 Property: Almond Drive Owner: Player 2	The player is set as the owner and vice versa.	The player is set as the owner and vice versa.	P
		3	Player uses Chance card to land on unowned property but decides not to purchase it	Card: Proceed to Property Property: 5 <sup>th</sup> Avenue Owner: none	The player is not set as the owner and property remains unowned.	The player is not set as the owner and property remains unowned.	P
	setPrice	1	Property object is made at the start of the game	Property: 5 <sup>th</sup> Avenue	The corresponding fixed price is set.	The corresponding fixed price is set.	P
		2	Railroad object is made at the start of the game	Railroad: South	The corresponding fixed price is set.	The corresponding fixed price is set.	P
		3	Utility object is made at the start of the game	Utility: Electric	The corresponding fixed price is set.	The corresponding fixed price is set.	P

Property	computeRent	1	Player lands on his own property	Property: Almond Drive Owner: Player 1	Rent is not computed.	Rent is not computed.	P
		2	Player lands on unowned property	Property: Almond Drive Owner: none	Rent is not computed.	Rent is not computed.	P
		3	Player lands on an owned property	Property: Almond Drive Owner: Player 3	Rent is computed.	Rent is computed.	P
	setDoubleRent	1	Player uses the double rent Chance Card	Card: Apply double rent Property: 5 <sup>th</sup> Avenue	The doubleRent attribute is set to true.	The doubleRent attribute is set to true.	P
		2	Some other player lands on the Property with double rent applied	Card: Apply double rent Property: 5 <sup>th</sup> Avenue	The doubleRent attribute is still set to true.	The doubleRent attribute is still set to true.	P
		3	The player that landed on the Property with double rent applied has paid the rent	Card: Apply double rent Property: 5 <sup>th</sup> Avenue	The doubleRent attribute is set back to false.	The doubleRent attribute is set back to false.	P
	setFootCount	1	Player lands on an unowned property	Property: Almond Drive Owner: none	The foot count is not incremented.	The foot count is not incremented.	P
		2	Player lands on his own property	Property: Almond Drive Owner: Player 1	The foot count is incremented.	The foot count is incremented.	P
		3	Player lands on a property of another player	Property: Almond Drive Owner: Player 3	The foot count is incremented.	The foot count is incremented.	P

	setFootTrafficLimit	1	A property object is instantiated	Property: 5 <sup>th</sup> Avenue Number of Players: 2	Foot traffic is computed based on the number of players and is set.	Foot traffic is computed based on the number of players and is set.	P
		2	A property object is not instantiated	Number of Players: 2	Foot traffic is not computed.	Foot traffic is not computed.	P
		3	A different kind of tile object is instantiated	Tile: Chance Space Number of Players: 2	Foot traffic is not computed.	Foot traffic is not computed.	P
	setIsFullyDeveloped	1	Player lands on own property but does not have enough cash to develop	Number of houses: 2	The attribute isFullyDeveloped remains false.	The attribute isFullyDeveloped remains false.	P
		2	Player has fully developed his own property	Number of houses: 4	The attribute isFullyDeveloped is set to true.	The attribute isFullyDeveloped is set to true.	P
		3	Player lands on a property of another player	Number of houses: 5	The attribute isFullyDeveloped remains true.	The attribute isFullyDeveloped remains true.	P
	setNumHouses	1	Player successfully develops own property	Number of houses: 3	The number of houses is incremented.	The number of houses is incremented.	P
		2	Player fully develops own property	Number of houses: 4	The number of houses is incremented.	The number of houses is incremented.	P
		3	Player has already developed the property until Hotel	Number of houses: 5	The number of houses is not incremented.	The number of houses is not incremented.	P

	setRent	1	Player successfully develops own property	Number of houses: 3 Property type: Green	Rent is set based the number of houses and the property color.	Rent is set based the number of houses and the property color.	P
		2	Player fully develops own property	Number of houses: 4 Property type: Blue	Rent is set based the number of houses and the property color.	Rent is set based the number of houses and the property color.	P
		3	Player has already developed the property until Hotel	Number of houses: 5 Property type: Orange	Rent is set based the number of houses and the property color.	Rent is set based the number of houses and the property color.	P
	setRentCollected	1	Another player pays rent to the Player	Rent: 700 Rent collected: 0	The rent collected is added to the attribute.	The rent collected is added to the attribute.	
		2	Player lands on own property	Rent: 700 Rent collected: 700	The rent collected is not added to the attribute.	The rent collected is not added to the attribute.	
		3	Player lands on another property of some player	Rent: 700 Rent collected: 700	The rent collected is not added to the attribute.	The rent collected is not added to the attribute.	
<b>Railroad</b>	computeRent	1	Player lands on his own railroad	Railroad: North Owner: Player 1	Rent is not computed.	Rent is not computed.	P
		2	Player lands on unowned railroad	Railroad: North Owner: none	Rent is not computed.	Rent is not computed.	P
		3	Player lands on an owned railroad	Railroad: North Owner: Player 3	Rent is computed.	Rent is computed.	P
<b>Utility</b>	computeRent	1	Player lands on his own utility	Utility: Water Owner: Player 1	Rent is not computed.	Rent is not computed.	P

		2	Player lands on unowned utility	Utility: Water Owner: none	Rent is not computed.	Rent is not computed.	P
		3	Player lands on an owned utility	Utility: Water Owner: Player 3	Rent is computed.	Rent is computed.	P
ChanceCard	doAction	1	Player lands on Chance Space and decides to immediately use the given card	Player position: at Chance Space	The corresponding action that matches with the card number in the method is done.	The corresponding action that matches with the card number in the method is done.	P
		2	Player lands on Chance Space and decides to keep the given card	Player position: at Chance Space Card: Get out of Jail free	Nothing happens.	Nothing happens.	P
		3	Player lands on Jail and Chance Card is automatically used	Player position: at Jail Card: Get out of Jail free	The corresponding action that matches with the card number in the method is done. (Jail fine is not deducted from Player's cash.)	The corresponding action that matches with the card number in the method is done. (Jail fine is not deducted from Player's cash.)	P