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| **Req ID** | **Requirement** |
| **R1** | 1 – 5 Human players can play the game |
| **R2** | At least 1 autonomous player can play the game |
| **R3** | Players start with $1,500 |
| **R4** | Cards are shuffled at the beginning of the game |
| **R5** | Cards go back to the end of the card deck after being used |
| **R6** | The players get another go if they roll a double |
| **R7** | If a player rolls 3 doubles in one turn they go to jail |
| **R8** | When a player goes to jail they do not collect $200 for passing Go |
| **R9** | Players may not purchase a property on their first time around the board |
| **R10** | When a player passes Go they collect $200 |
| **R11** | Players can purchase properties |
| **R12** | If a player doesn’t buy a property, an auction is started |
| **R13** | Players pay rent when they land on another players property |
| **R14** | Rent changes depending on the conditions on the given property |
| **R15** | If a player cannot pay rent they can sell a property |
| **R16** | If a player cannot pay rent even after selling their assets, they are removed from the game |
| **R17** | Players can buy houses at the end of their go if they own a colour group of properties |
| **R18** | A property can only be sold if there are no houses or hotels on the property |
| **R19** | A player can sell houses on their properties back to the bank for their original value |
| **R20** | There cannot be a difference bigger than 1 between the number of houses on properties of the same colour |
| **R21** | The maximum development on a property is 4 houses and a hotel (5 houses) |
| **R22** | The player can mortgage a property for half its original value |
| **R23** | When fines are paid the proceeds accumulate on the free parking space |
| **R24** | When a player lands on the free parking they collect all the free parking money accumulated |
| **R25** | A player may pay $50 to get out of jail and that is added to free parking |
| **R26** | A player may not collect rent on their properties while they are in jail |
| **R27** | If a player has a get out of jail free card they can use it to get out of jail |

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| **Property Tycoon Testing** | | | | | | | |
| **Ref** | **Req ID** | **Description** | **Input(s)** | **Expected Output(s)** | **Actual Output(s)** | **Pass/Fail** | **Action** |
| **1** | R1 | Choose numbers 1 – 5 of human players in the game start screen | Players 1 – 5 in the game start screen | The game can involve any number from 1 – 5 of human players to play the game | The game successfully launched with any number from 1 – 5 of human players | Pass | - |
| **2** | R2 | Start the game with at least 1 autonomous player | Select at least 1 autonomous player to play the game at the start screen | The game starts with at least 1 autonomous player | The game starts with 1 or more autonomous players | Pass | - |
| **3** | R3 | Check player money when the game starts | Start the game and check players money | Each player starts with $1500 | Each player starts with $1500 | Pass | - |
| **4** | R4 | Start the game multiple times and examine the card order | Start the game multiple times and examine the card orders | The cards are in a different order each time | The cards are in a different order each time | Pass | - |
| **5** | R5 | Check what happens to a card after it has been used | Make a player land on a card tile and examine what happens to the card | The card goes to the end of the card queue | The card goes to the end of the card queue | Pass | - |
| **6** | R6 | Check whether the player gets another roll if they get a double | Make a player roll dice and examine output when a double occurs | The player gets to roll the dice another time | The player gets to roll the dice another time | Pass | - |
| **7** | R7 | Check if the player goes to jail if they roll 3 consecutive doubles | Force 3 doubles on to a players turn and examine output | The player goes to jail | The player goes to jail | Pass | - |