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CS 626

Program 7: One Turn

**One Turn Test Plan:**

1. Testing getPlayers()

Add three players:

“P1” (Orange)

“P2” (Yellow)

“P3” (Green)

Error: Try to have two players have one Color Correct: Prompt to re-select color

1. Testing oneTurn using these FakeDice values:

1 1 6 6

4 3 5 5

5 4 3 3

1 1 6 6

1 1 5 4

1 1 6 6

6 6 5 4

-Have P1 Quit Correct: Turn will change to P2

-P2 Roll Correct: start Tow in col 2 and 12

-P2 Roll Correct: start Tow in col 7

-P2 Roll Correct: Will Bust / Change turn to P3

-P3 Roll Correct: start start Tow in 2 and 12

-P3 Roll Correct: advance tow in 2 and start tow in 9

-P3 Roll Correct: advance tow in 2 and 12

-P3 Roll Correct: advance tow in 12 and 9

-P3 Stop Correct: 2 and 12 will be captured and green tile in 2nd position of column 9