+addDays(ransomPaid, daysLeft) : int

**Pay Ransom**

Every X days, the organization will approach the user demanding the ransom. They will be prompted to pay some of the required ransom, the user will enter an amount. If they enter an invalid value or the value 0, the organization will leave and nothing will change and the game menu will be displayed. If they enter a valid amount, the amount will be subtracted from the total ransom and their profile and an extension of days will be added to their time limit depending on how much was paid. The user can also access this prompt from the game menu and pay part of the ransom to get an extension of days. If the total ransom is paid a continuation of the story will be displayed and the player will have won the game.

A complex equation will be used to calculate how many days are added to the total

Math.round(Amount paid / 10000) + Days left = New Days left

Here is the task, inputs, output and validation rules for the addDays()function.

Task

Calculate the amount of days to be extended

Inputs

amountPaid: The amount the user paid towards their ransom

daysLeft: The initial number of days the character has left

Output: The new number of days the character has left

Validation Rules: The amountPaid must be greater than 10,000, daysLeft must be greater than 0,

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| addDays Test Matrix |  |  |  |  |  |
|  | Test Cases |  |  |  |  |
|  | Valid | Invalid | Invalid | Boundary | Boundary |
|  | **1** | **2** | **3** | **4** | **5** |
| Inputs |  |  |  |  |  |
| daysLeft | 50 | 0 | 50 | 1 | 50 |
| amountPaid | 20000 | 20000 | 5000 | 20000 | 10000 |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Output |  |  |  |  |  |
| newDaysLeft | 52 | -1 | -1 | 3 | 51 |
| Error Msg. | No msg. | Days left is too low | Amount Paid is too low | No msg. | No msg. |

addDays(amountPaid, daysLeft) : int

BEGIN

IF (amountPaid < 10000) THEN

RETURN -1

IF (daysLeft < 1) THEN

Return -1

newDaysLeft = (*Round*(amountPaid / 10000)) + daysLeft

RETURN newDaysLeft

END