Defects Report

**Defect 1 - Fixed**

**Reproduction Steps**: The game is started. The user hovers the mouse over a tile that is not currently owned.

**Expected Behavior**: The hovering mouse over an un-owned tile should cause a hover message to appear under the mouse with the information regarding that tile.

**Observed Behavior**: The hover message does not appear and an exception is thrown and printed to the command prompt.

Details: This defect was discovered through manually testing the user interface. It has been fixed.

**Defect 2 - Fixed**

**Reproduction Steps**: The game is started. A player rolls the dice as many times as necessary so that the player icon passes the original starting position.

**Expected Behavior**: The player should continue to land on the correct tile based upon the number of spaces they should travel from the roll number.

**Observed Behavior**: The player does not land on the correct tile after the tile that should be landed on is located past the starting location.

Details: This defect was discovered through manually testing the user interface. It has been fixed.

**Defect 3 - Fixed**

**Reproduction Steps**: The player buys up property until they no longer have any money and their finances are run out. The player is then able to land on another property and purchase that property even though they do not have the finances capable to do so.

**Expected Behavior**: The player should not be able to purchase a property that they cannot afford.

**Observed Behavior**: The player is able to purchase the property even though they do not have the money to afford it.

Details: This defect was discovered through manually testing the user interface. It has been fixed.

**Defect 4 - Fixed**

**Reproduction Steps**: The player rolls until their icon is located on the left side of the game board.

**Expected Behavior**: The player should move to the correct tile on the left side of the game board according to the roll that they had.

**Observed Behavior**: The player moves to an incorrect tile on the left side of the game board. Comment (It looks like movePlayer(0, 10) places the player at tile 16, the player then moves down 1 tile at a time as the position is increased (movePlayer(0, 11-17)) and then when moved to tile 18 it jumps from the bottom left corner to the top left corner.)

Details: This defect was discovered through manually testing the user interface. It has been fixed.