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. The error was located in the actionListener() that some tiles were not properly linked to.

**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. The player’s location was being tracked at a certain point in the array. As the player passed the maximum length location, their position would not reset at 0. This was fixed using a modulo placement function and counting spaces moved as a total value so that the player is hashed into the location array.

**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. The method handling property purchasing was not properly tested and did not check for bad parameter input.

**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. The player was considered out of bounds on the left side of the game board. The bounds for the game board have been appropriately adjusted so that the player is recognized on the left side of it.