

RealEstate Test Plan

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Project Team:

Chih-wei Ho, Team Lead
Hema Srikanth, Quality Assurance Manager
Nachi Nagappan, Requirements Analyst
Lucas Layman, Project Manager
Mark Sherriff, Development Manager

Document Author(s):

Sarah Smith

Project Sponsor:

Michael Gegick, Raleigh

I. Introduction

This document serves as the plan for testing all software artifacts as well as the reporting of test results for the RealEstate application.

II. Test Plan

In order to test the RealEstate application, the tester must run RealEstate using the Main class under the edu.ncsu.realestate.gui package. The user must specify 2 command line arguments:

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test <a game board class name>
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where the game board class name takes the form of package.className. There are several game boards stored under the testCommon/ directory of the RealEstate project, and all of these game boards would take the form: edu.ncsu.realestate.GameBoardName.

In the test environment all game play proceeds as normal except the player dice roll. When the user selects the "Roll Dice" button, a dialog will be displayed that allows a user to input a number between 1 and 12. This models game play except for the ability to have a dice roll of 1 (which is needed for some of the following test cases.)

Pictures of the game boards with cell information are given in Section III.

Acceptance tests are marked with *s.

Test ID	Description	Expected Results	Actual Results
Enter Player Info User Story			
enterPlayerInfo1*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 5 Player 1 Name: 1 Player 2 Name: 2 Player 3 Name: 3 Player 4 Name: 4 Player 5 Name: 5	Game board is created with 5 players, each with the given name	
enterPlayerInfo2	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 1	Player Information dialog reappears, prompting user for number of players again.	
enterPlayerInfo3	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2	Game board is created with 2 players, each with the given name	
enterPlayerInfo4	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 9	Player Information dialog reappears, prompting user for number of players again.	
enterPlayerInfo5	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins Number of Players: 2 Player 1 Name:	Player Information dialog reappears, prompting user for Player 1's name again.	
enterPlayerInfo6	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins Number of Players: 2 Player presses Cancel	Game exits with no errors.	
View Information User Story			
viewInformation*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2	Game board loads. Player 1 has the name 1 and \$1500, the Roll Dice button is enabled, all other buttons are disabled. Player 2 has the name 2, \$1500, and all buttons are disabled. The Go button is the bottom right cell. The Blue 1 property is in the bottom	

		<p>middle cell, costs \$100, has no owner or houses</p> <p>The Blue 2 property is in the bottom left cell, costs \$100, has no owner or houses</p> <p>The Blue 3 property is in the top left cell, costs \$120, has no owner or houses</p> <p>The Green 1 property is in the top middle cell, costs \$200, has no owner or houses</p> <p>The Green 2 property is in the top right cell, costs \$2400, has no owner or houses</p>	
Move Player User Story			
playerMovement1*	<p>Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins.</p> <p>Number of Players: 2</p> <p>Player 1 Name: 1</p> <p>Player 2 Name: 2</p> <p>Player 1 Dice Roll: 3</p> <p>Player 1 End Turn</p>	<p>Player 1 is located at Blue 3</p> <p>Player 2 is located at Go</p>	
playerMovement1.1	<p>Precondition: playerMovement1 has passed</p> <p>Player 2 Dice Roll: 2</p> <p>Player 2 End Turn</p> <p>Player 1 Dice Roll: 2</p> <p>Player 1 End Turn</p>	<p>Player 1 is located at Green 2</p> <p>Player 2 is located at Blue 2</p>	
playerMovement1.2	<p>Precondition: playerMovement1.1 has passed</p> <p>Player 2 Dice Roll: 2</p> <p>Player 2 End Turn</p> <p>Player 1 Dice Roll: 2</p> <p>Player 1 End Turn</p>	<p>Player 1 is located at Blue 1</p> <p>Player 2 is located at Green 1</p>	
Move Player in Turns User Story			
playerMovement2*	<p>Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins.</p> <p>Number of Players: 2</p> <p>Player 1 Name: 1</p> <p>Player 2 Name: 2</p> <p>Player 1 Dice Roll: 5</p> <p>Player 1 End Turn</p> <p>Player 2 Dice Roll: 3</p> <p>Player 2 End Turn</p>	<p>Player 1 is located at Green 2</p> <p>Player 2 is located at Blue 3</p>	

playerMovement2.1	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 5 Player 1 End Turn Player 1 Dice Roll: 3	The Roll Dice button for Player 1 is not enabled.	
playerMovement2.2	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 2 Dice Roll: 3	The Roll Dice button for Player 2 is not enabled.	
Pass Go User Story			
passGo1	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 5 Player 1 End Turn	Player 1 is located at Green 2 and has \$1500.	
passGo2*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 6 Player 1 End Turn	Player 1 is located at Go and has \$1700	
passGo3	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 7 Player 1 End Turn	Player 1 is located at Blue 1 and has \$1700.	
Free Parking User Story			
freeParking*	Precondition: Game is in test mode, GameBoardFreeParking is loaded, and game begins. Number of Players: 2 Player 1 Name: 1	Player 1 is located at Free Parking and has \$1500	

	Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 End Turn		
Go To Jail User Story			
goToJail1*	Precondition: Game is in test mode, GameBoardJail is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 6 Player 1 End Turn	Player 1 is located in Jail, and In Jail label is visible next to Trade button, and player has \$1500	
goToJail2	Precondition: Game is in test mode, GameBoardJail is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 End Turn	Player 1 is located in Jail cell, In Jail label is not visible next to Trade button, and player has \$1500.	
Get Out of Jail User Story			
getOutOfJail1*	Precondition: goToJail1 test case has passed Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Get Out of Jail	Player 1 is located at Jail cell, In Jail label is not visible next to Trade button, and player has \$1450	
getOutOfJail2	Precondition: getOutOfJail 1 test case has passed Player 1 Dice Roll: 2 Player 1 Purchase Property Player 1 End Turn Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 2 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Get Out of Jail	Player 1 is bankrupt and has no property. Game is over. Player 2 wins.	
Purchase Property User Story			
purchaseProperty1*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2	Player 1 is located at Blue 2, has \$1400, and owns Blue 2	

	Player 1 Purchase Blue 2 Player 1 End Turn		
purchaseProperty2	Precondition: purchaseProperty1 test case has passed Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 6 Player 1 Purchase Property	Player 1 cannot purchase Blue 2 – Purchase Property button is disabled	
purchaseProperty3	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 3 Player 1 Purchase Blue 3 Player 2 Dice Roll: 3 Player 2 Purchase Blue 3	Player 2 cannot purchase Blue 3 – Purchase Property button is disabled	
purchaseProperty4	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 5 Player 1 Purchase Green 2	Player 1 cannot purchase Green 2 – Purchase Property button is disabled.	
purchaseProperty5	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Purchase Blue 2 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Dice Roll 4	Player 1 cannot purchase the Go cell – Purchase Property button is disabled.	
Pay Rent User Story			
payRent1*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2	Player 1 has \$1410 Player 2 has \$1490	

	Player 1 Purchase Blue 2 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn		
Pay Rent on Series User Story			
payRent2*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Purchase Blue 2 Player 1 End Turn Player 2 Dice Roll: 4 Player 2 End Turn Player 1 Dice Roll: 5 Player 1 Purchase Blue 1 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Dice Roll: 2 Player 1 Purchase Blue 3 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn	Player 1 has \$1400 Player 2 has \$1680	
Pay Rent and Bankruptcy User Story			
payRent3*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 4 Player 1 Purchase Green 1 Player 1 End Turn Player 2 Dice Roll: 4 Player 2 End Turn	Player 1 has \$2800 Player 2 is bankrupt Player 1 is the Winner!	
payRent3.1	Precondition: Game is in test mode, SimpleGameBoard is loaded and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2	Player 1 has \$2900, is on Go, and owns Green 1 and Blue 2. Player 2 is bankrupt Player 1 is the Winner!	

	Player 1 Dice Roll: 4 Player 1 Purchase Green 1 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 Purchase Blue 2 Player 2 End Turn Player 1 Dice Roll: 2 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn		
Trade Properties User Story			
tradeAccept*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 1 Player 1 Purchase Blue 1 Player 1 End Turn Player 2 Trade Property Player: 1 Property: Blue 1 Amount: 200 Player 1 Accepts	Player 1 has \$1600, is located at Blue 1, and does not own any property Player 2 has \$1300, is located on Go, and owns Blue 1	
tradeDecline*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 1 Player 1 Purchase Blue 1 Player 2 Trade Property Player: 1 Property: Blue 1 Amount: 200 Player 1 Declines	Player 1 has \$1400, is located at Blue 1, and owns Blue 1 Player 2 has \$1500, is located on Go, and does not own any property	
Buy Railroad User Story			
railroad1*	Precondition: Game is in test mode, GameBoardRailRoad is loaded, and game begins. Number of Players: 2 Player 1 Name: 1	Player 1 has \$700, is located at Railroad D and owns Railroad A, Railroad B, Railroad C, and Railroad D	

	Player 2 Name: 2 Player 1 Dice Roll: 1 Player 1 Purchase Railroad A Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Dice Roll: 3 Player 1 Purchase Railroad B Player 1 End Turn Player 2 Dice Roll: 1 Player 2 End Turn Player 1 Dice Roll: 4 Player 1 Purchase Railroad C Player 1 End Turn Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 3 Player 1 Purchase Railroad D Player 1 End Turn	Player 2 is located at Free Parking and has \$1500	
Pay Rent to Railroad User Story			
railroad2*	Precondition: railroad1 test case has passed Player 2 Dice Roll: 2 Player 2 End Turn	Player 1 has \$1100 Player 2 has \$1100	
railroad2.1	Precondition: Game is in test mode, GameBoardRailRoad is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 1 Player 1 Purchase Railroad A Player 1 End Turn Player 2 Dice Roll: 1 Player 2 End Turn	Player 1 has \$1350 and owns Reading Railroad Player 2 has \$1450	
railroad2.2	Precondition: Game is in test mode, GameBoardRailRoad is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 1 Player 1 Purchase Railroad A Player 1 End Turn	Player 1 has \$1200 and owns Reading Railroad and Pennsylvania Railroad Player 2 has \$1400	

	Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Dice Roll: 3 Player 1 Purchase Railroad B Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn		
railroad2.3	Precondition: Game is in test mode, GameBoardRailRoad is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 5 Player 1 Purchase Reading Railroad Player 1 End Turn Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 10 Player 1 Purchase Pennsylvania Railroad Player 1 End Turn Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 10 Player 1 Purchase B&O Railroad Player 1 End Turn Player 2 Dice Roll: 9 Player 2 End Turn	Player 1 has \$1100 and owns Reading Railroad, Pennsylvania Railroad, and B&O Railroad Player 2 has \$1300	
Buy Utility User Story			
utility1*	Precondition: Game is in test mode, GameBoardUtility is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 4 Player 1 Purchases Utility 1 Player 1 End Turn Player 2 Dice Roll: 3 Player 2 End Turn Player 1 Dice Roll: 7 Player 1 Purchases Utility 2 Player 1 End Turn	Player 1 has \$1200, is located at Utility 2 and owns Utility 1 and Utility 2 Player 2 is located at Jail and has \$1500	

Pay Rent to Utility User Story			
utility2*	Precondition: utility1 test case has passed Player 2 Dice Roll: 8 Player 2 Utility Dice Roll: 10 Player 2 End Turn	Player 1 has \$1300 Player 2 has \$1400	
utility2.1	Precondition: Game is in test mode, GameBoardUtility is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 4 Player 1 Purchase Utility 1 Player 1 End Turn Player 2 Dice Roll: 4 Player 2 Utility Dice Roll: 10 Player 2 End Turn	Player 1 has \$1390 Player 2 has \$1460	
Buy Houses User Story			
buyHouse1*	Precondition: Game is in test mode, SimpleGameBoard is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Purchase Blue 2 Player 1 End Turn Player 2 Dice Roll: 4 Player 2 End Turn Player 1 Dice Roll: 5 Player 1 Purchase Blue 1 Player 1 End Turn Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Dice Roll: 2 Player 1 Purchase Blue 3 Player 1 End Turn Player 2 Dice Roll: 4 Player 2 End Turn Player 1 Buy Houses: 4 Player 1 Roll Dice: 2 Player 1 End Turn	Player 1 has \$780 and owns Blue 1, Blue 2, and Blue 3 Player 2 has \$1700 Blue 1, Blue2, and Blue 3 all have 4 houses.	
buyHouse2	Precondition: buyHouse1 test case has passed	Player 1 cannot purchase 2 houses.	

	Player 2 Dice Roll: 2 Player 2 End Turn Player 1 Purchase Houses: 2	There are still 4 houses on each of the Blue properties and Player 1 has \$780	
buyHouse3	Precondition: buyHouse2 test case has passed Player 1 Purchase Houses: 1 Player 1 Dice Roll: 2 Player 1 End Turn	Player 1 owns the blue series, each with 5 houses and has \$630 Player 2 has \$1900	
Pay Rent on Property with Houses User Story			
payRentHouse1*	Precondition: buyHouse3 test case has passed Player 2 Dice Roll: 2 Player 2 End Turn	Player 1 has \$890 Player 2 has 1840	
Draw jail Card User Story			
communityChest1*	Precondition: Game is in test mode, GameBoardCCJail is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Draw Card Player 1 End Turn	Player 1 is located in Jail	
Draw Lose Money Card User Story			
communityChest2*	Precondition: Game is in test mode, GameBoardCCLoseMoney is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Draw Card Player 1 End Turn	Player 1 has \$1480	
Draw Gain Money Card User Story			
communityChest3*	Precondition: Game is in test mode, GameBoardCCGainMoney is loaded, and game begins. Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Draw Card Player 1 End Turn	Player 1 has \$1550	
Draw Move Player Card User Story			
communityChest4*	Precondition: Game is in test mode, GameBoardCCMovePlayer is loaded, and game begins.	Player 1 is located at Blue 1 and has \$1700	

	Number of Players: 2 Player 1 Name: 1 Player 2 Name: 2 Player 1 Dice Roll: 2 Player 1 Draw Card Player 1 End Turn		
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III. Game Boards



GameBoardJail



SimpleGameBoard



GameBoardRailRoad



GameBoardUtility



GameboardCCMovePlayer, GameboardCCJail, GameboardCC LoseMoney, GameboardCCGainMoney (the Chance and Community Chest cards are different for each game board, but the layout is the same)

IV. Document Revision History:

Version	2.0
Name(s)	Sarah Smith
Date	August 22, 2005
Change Description	Updated test cases and layouts

Version	1.0
Name(s)	Sarah Smith
Date	July 21, 2004
Change Description	Initial Document