NOTE – In it’s current form, this application runs entirely in a console, thus there will be no screenshots, and this test plan will be written using a monospaced font.

1. Starting The Game – Once the main file is run you will begin being prompted for user input. The game in it’s current form can be (almost) entirely played this way.
   1. You will initially be prompted to enter the number of players you want to play with (‘How many players do you want to have? (2-4)’) and you can choose 2,3, or 4. This is due to the game requiring at least 2 players, and the current UI only supports 4 players.
   2. Once you have chosen the number you will be prompted for the names of each player. (‘Enter name for player X: ’)
   3. Once all players are named tha game will begin.
2. The Board – The initial board should look like the following (Assuming you have 3 players name Matt, Drew, and Chris):

This UI displays the board and buttons for the possible moves.

1. Playing the game – Currently to play the game, the order will start with the first player entered and go through the list repeatedly until the game is quit. Each turn you will be prompted for an input on what to do (‘XXXX, enter what you would like to do?’) with the following options (Not all buttons working):
   1. ‘Roll’ – Rolls the dice and allows the player to move that number of spaces
   2. ‘Manage Property’ – Allows the user to buy property for a given location that they own. (Should require a monopoly of that color space first.)
   3. ‘Trade’ – Allows the user to trade with another
   4. ‘?’ – Gets the list of possible commands.
2. Spaces – There are several different kinds of spaces on the board, each with different properties, as follows:
   1. Go – Collect 200 dollars
   2. Go to Jail – Sends the Player straight to jail.
   3. Jail – If you end up in Jail, you are stuck there and have a different set of options for your turn that are as follows:
      1. ‘roll’ – Rolls the dice, if it’s a double then they get out of jail
      2. ‘card’ – Uses a get out of jail free card if you have one
      3. ‘pay’ – Pay the bank $50 to get out of jail (Required after three failed rolls)
      4. ‘houses’ – Allows the user to buy property
      5. ‘quit’ – Quits the game
      6. ‘?’ – Gets a list of possible commands
   4. Properties/Utilities/Railroads – If you land on these spaces before anyone else then you have the option to purchase them, or put them up for auction. Otherwise, once owned, if you land on these spaces then you owe the owner a set amount of money. (Properties may be developed further with the ‘houses’ move, otherwise all spaces like these increase in rent when more are owned.)
   5. Taxes – You lose money on these spaces
   6. Card Spaces – You draw a card from a specified deck and follow what that card says. (Card info will be printed to console.)
   7. Free Parking/Passing Jail – These spaces do nothing.
3. Endgame – CURRENTLY NOT IMPLEMENTED – GAME WILL GO ON INDEFINATELY
4. Log – When the game ends, the log that has been being run during the game will be saved to the root directory and titled ‘Game Log.txt’ and will contain information on the game process, warnings when something unusual happens, and errors when something goes wrong.