1.	A player rolls the dice
	Normal: The player rolls the dice and his character is moved the corresponding number of squares along the board. Alternate: The player rolls doubles. He rolls again after his turn. Alternate: The player has rolled doubles three times in a row. He goes to jail.

2.	A player lands on an unowned property.
	Normal: The player chooses to buy the property at face value from the bank. He pays the bank the value of the property and receives the property card. Error: The player chooses to buy the property but he does not have enough money. He may sell his assets and/or mortgage his properties to buy the property or decline buying the property. Alternate: The player chooses not to buy the property. The bank puts the property up for auction.

3.	A player lands on a property owned by another player.
	Normal: The player pays the owner rent according to the amount shown on the property card, the number of buildings on the property and whether the owner owns all three properties of the same colour. Alternate: The property has been mortgaged. The player does not pay the owner anything. Error: The player does not have enough money to pay the rent. He must sell his assets and/or mortgage his properties until he has enough money or declare bankruptcy.

4.	A player lands on a Chance or Community Chest square
	Normal: The player is given a randomly selected Chance or Community Chest card and executes its instructions. Error: The player does not have enough money to comply with the requirements given by the card. He must sell his assets and/or mortgage his properties until he has enough money or declare bankruptcy. Alternate: The card has instructions that can be used at a later time. The player keeps the card until he wants to play it.

5.	A player mortgages one of his properties
	Normal: The player turns his property card over and receives half its face value from the bank Error: The player has buildings on the property. He must sell his buildings before mortgaging the property. Error: The property is already mortgaged. He cannot get a second mortgage for it.

6.	A player buys a house on one of his properties
	Normal: The player pays the bank the amount indicated on his property

	card and receives a house to place on his property. Error: The player does not have enough money to buy the house. The player cannot buy the house. Error: The bank has no more houses for sale. The player cannot buy the house. Error: The player does not own all the properties of the same colour. The player cannot buy the house.

7.	A player buys a hotel on one of his properties
	Normal: The player pays the bank the amount indicated on his property card, returns the four houses the were on his property to the bank and receives a hotel to place on his property.. Error: The player does not have enough money to buy the hotel. The player cannot buy the hotel. Error: The bank has no more hotels for sale. The player cannot buy the hotel. Error: The player does not have four houses on the property. The player cannot buy the hotel. Error: The player already has a hotel on the property. The player cannot buy the hotel.

8.	A player lands on the Income tax square
	Normal: The player pays 10% of his total worth to the bank. Alternate: The player pays 200$ to the bank. Error: The player chose to pay 200$ but does not have enough money. He must sell his assets and/or mortgage his properties until he has enough money or declare bankruptcy.

9.	A player declares bankruptcy
	Normal: The player gives all his remaining money and properties to his creditor. Alternate: The player owns buildings. The buildings must be sold back to the bank for half their build cost before the settlement is made Alternate: The creditor is the bank. The bank immediately puts each of the players properties up for auction.

10.	The bank puts a property up for auction
	Normal: The player who places the highest bid for the property pays the bank the amount of the bid and receives the property. Error: The player who placed the highest bid does not have enough money. He must sell his assets and/or mortgage his properties until he has enough money or forfeit his bid. Alternate: No player is interested in buying the property. The property is given to one of the players randomly.

11.	A player sells a building back to the bank
	Normal: The house is removed from the property and the player receives half the building's value.
	Error: The house is on a property that already has fewer houses than another property of the same colour. The player cannot sell that house.
	Alternate: The building is a hotel. The hotel is removed and replaced with 4 houses and the player receives half of the cost of the hotel.

12.	The system responds to user input quickly.
	Normal: The system responds within 100 milliseconds.
	Error: The response time is more than 100 milliseconds.
	Error: The system does not respond.

13.	The system updates user data within a given span of time.
	Normal: The system updates user data within 100 milliseconds.
	Error: The system takes more than 100 milliseconds to update the user data.
	Error: The system does not update the user data.

14.	The user installs the software
	Normal: The system prompts the user for the registration key. The user is then prompted to choose the directory where the game will be stored. The user can then enter the path.
	Error: The registration key entered is wrong. This will stop the installation process.
	Alternate: The system prompts the user for the registration key. The user is prompted to choose the directory where the game will be stored. The user chooses the directory by using the graphical directory structure.

15.	The application files are installed in the chosen directory.
	Normal: Once the installation directory is set, the application files are installed in the chosen directory and the readme is displayed.
	Alternate: The chosen directory does not exist, so it creates a directory of the specified name and installs the application files and displays the readme file.
	Alternate: The directory is not set; the application is installed in its home directory.

16.	The software is highly portable and supports a range of operating systems.
	Normal: The software supports a range of Linux/Unix, Mac and Windows OS.
	Error: The software does not support older versions of Windows.
	Error: The software does not support the latest versions of the OS.

17.	The user uninstalls the software
	Normal: It prompts the user if he is sure he wants to uninstall. If yes, it

deletes all program files and components from the system. Error: It does not delete all the components of the software from the system.
Error: The user is not prompted to finalize the uninstall and the program files are deleted and the components are removed from the system.
It shall delete all of the program files and components from the system and free up the system resources that the software utilized. It shall have a "Do you want to uninstall?" question as an error-checking feature.

18.	The user can only access certain functionality at a given time.
	Normal: The user has access to functionality that he requires during the game. For example, the user can only roll the dice when it is his turn to play. Error: The user has access to all functionality throughout the game. Error: The user has no access to any functionality during the game.

19.	The system allows a user to interface with it.
	Normal: The user can interface through mouse events on buttons. Alternate: The user can interface through keyboard events on text fields. Keyboard input is minimized to include only entering the name of the player and number of players. Error: There are no features available for the user to interface with it.

20.	The system detects improper user input from text fields.
	Normal: User input is limited to entering the name of the player and the number of players. Error: The system detects an error in user input if text is entered for the number of players. Error: The system detects an error in user input if numbers are entered for the name of the player.

21.	The game should start within a given frame of time.
	Normal: The game starts within 10 seconds after the application is opened. Error: The game takes more than 10 seconds to open. Error: The game does not open.

22.	The game displays a smooth user interface.
	Normal: The game maintains a frame rate of 30fps. Error: The game interface refreshes itself at less than 30fps when new items or animations are being displayed. Alternate: There is no change to be displayed in the user interface. A frame rate of less than 30fps is acceptable..

23.	The user needs help to use the software.
	Normal: The help option specifies game rules. Alternate: The help option shows a demo of the game.

	Alternate: The help option provides a description of how to use the software.

24.	The game should limit the number of players.
	Normal: The game should limit the number of players to four. Alternate: The game should generate computer players to fill out missing player spaces in the game. Error: The number of players is not limited.

25.	The user pauses and resumes the game
	Normal: The user selects pause. The game is paused. Alternate: The user selects resume. The game resumes where it was last paused. Error: The game doesn't pause or resume when instructed to.

26.	The user saves a game.
	Normal: The game is saved to the user's hard drive in a directory specified by the user. Alternate: The specified directory does not exist. The software creates the directory and saves the game in it. Error: There is no space left on the hard drive. The game is not saved.

27.	The user loads a game
	Normal: The selected game is loaded and play resumes where it left off. Error: There are no games previously saved. The player cannot load a game. Error: The file for the selected game is not found. The game is not loaded.

28.	The interface should be based on the standard Monopoly board.
	Normal: The interface should be similar to the Monopoly board. Error: The interface is different from the Monopoly board. Alternate: The interface should include the standard Monopoly equipment.

29.	Users are prompted for information when the game starts.
	Normal: Once the game starts, the player information dialog will prompt the players to enter the number of players. Alternate: The players will be prompted for their names. Error: An error is displayed if the name or number string is empty.

30.	The players can see information about opponents on the game board.
	Normal: The players can see the names of each player on the game board. Alternate: The players can see the net worth of each player on the game board. Error: The names or net worth of each player is not displayed on the

	game board.

31.	A Player passes the GO square.
	Normal: The player passes or lands on the GO square while advancing his piece to the position indicated by the dice. The player's balance increases by $200. Alternate: The player is instructed to advance to a specific square by a chance or community chest card, and by doing so the player's piece passes or lands on the GO square. The player's balance increases by $200. Alternate: Both of the above happen in sequence during the player's turn. The player's balance is increased each time. Error: The player is instructed to go to jail. Even if the GO square is between his current position and the jail square, he is not considered to have passed GO and his balance remains unchanged.

32.	A player goes to Jail.
	Normal: When a player lands on go to jail the player goes directly to jail. Alternate: A player gets a card that instructs him to go to jail. Alternate: A player rolls doubles three times.

33.	A player gets out of jail.
	Normal: The player throws doubles on any of the first three turns he is in jail. Alternate: The player uses the "Get out of Jail Free" card. Alternate: The player pays $50 to the bank on either of the next 2 turns. Alternate: The player has been in jail for three turns.

34.	A player lands on a utility owned by another player.
	Normal: The player rolls the dice and pays the owner rent according to the dice roll and the number of utilities owned by the owner. Alternate: The property has been mortgaged. The player does not pay the owner anything. Error: The player does not have enough money to pay the rent. He must sell his assets and/or mortgage his properties until he has enough money or declare bankruptcy.

35.	A player lands on a railroad owned by another player

	Normal: The player pays the owner rent according to the number of railroads owned by the owner. Alternate: The property has been mortgaged. The player does not pay the owner anything. Error: The player does not have enough money to pay the rent. He must sell his assets and/or mortgage his properties until he has enough money or declare bankruptcy.

36.	A player sells a property to another player.
	Normal: The two players settle on a selling price. The buying player's bankroll is decreased by the agreed amount, the selling player's bankroll is increased by the same amount, and the property card is given to the buying player. Error: The buying player doesn't have enough money. He must decline the sale or sell his assets and/or mortgage his properties until he has enough money. Error: The property already has buildings on it. The owner must sell the buildings back to the bank before selling the property. Alternate: The property is mortgaged. The buying player must additionally pay 10% of the face value of the property to the bank.

37.	The user resizes the game window
	Normal: The game interface is resized accordingly to fit in the new window size. Error: The window is already as small as it can be to display the full user interface. The window does not get any smaller. Alternate: The window is put into full screen mode. The game interface takes up the whole screen.

38.	The user exits the application
	Normal: The software asks the user if he wants to save the current game before exiting. After executing the user's choice, the software terminates. Alternate: There has been no change in play since the last time the game was saved. The software terminates immediately. Error: The software continues to run after the user has selected to exit the game.

39.	A player quits the game.
	Normal: The player is considered to have declared bankruptcy. His money is returned to the bank, his buildings are given back to the bank, and the bank puts all his properties up for auction. Alternate: The player quits the game while there is only one other player still playing. That player is declared victorious. Alternate: The player quits the game while he owes money to another player. The amount owed is given to the creditor, mortgaging properties if necessary. The remaining money is returned to the bank and the remaining properties are put up for auction by the bank.

40.	A player wins the game.
	Normal: All other players have declared bankruptcy. The remaining player is declared victorious.
	Alternate: All other players have left the game. The remaining player is declared victorious.
	Alternate: A timed game was being played and the time limit was reached. The player with the highest net worth is declared victorious.

41.	A player connects to a new online game.
	Normal: A new game is started with the other online players.
	Alternate: There are not enough players connected to start the game. The software waits until more players connect.
	Error: The player's Internet connection is lost. The player does not take part in the game.