

Date & Time	Funciton Or Procedure to test	Pre-conditions	Expected Post conditions	Actual Post condition	Hypothesis On the cause of the issue	How was the issue fixed
March 3 rd 1:34 PM	Recording players score	Player just has to simply score on a re_roll	Correct score is appended to function.	Double of what was supposed to be the score was appended. le instead of 100, it appended 200	Somewhere in my re_roll function it was double counting. (I think I messed up on a '+=' somewhere	I did mess up on a '+='. The simple answer: I had taken in the players current score than added it to itself. Simply needed to remove and make function return the score.
March 3 rd 1:56 PM	Checking for FARKLES	Player had to farkle. Either on first roll for that turn, OR on a re-roll, OR run out of dice	FARKLE on all 3 situation ←	Player could farkle be simply saying 'no' to re-roll	I checked for a combo score of 0, hence not re-rolling would give a combo score of 0	I fixed this by making a separate condition for FARKLEing, saying no to re-roll returned as +1.
March 4 th 11:45 PM	Player score not showing up as zero	Play through first turn to show scores	Expected that correct scores are show	Score board shown correctly, however they appear as zero	Probably to do with de-referencing	Yup, it was de-referencing. I needed to put brackets around my pointer array to de-reference.
March 5 th 11:34 AM	Memory leaks	Run program in Valgrind	No memory leaks	245 Blocks allocated, 244 free...	No idea honestly... the program first ran with no memory leaks, and then after a couple of times of running it showed one block was not free	I didn't do anything. This was a weird issue. But it went away.