# Scenario –Reports on Bug

## Scenario Description

* This test is designed to figure out the bugs from the given “Crown & Anchor” game.
* Each test will represent the single bug found in the program.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 07/10/2017 | Bijaya Raj Basnet | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

Bug - Odds in the game do not appear to be correct.

## Test Components/Requirements

User plays the Crown and Anchor game

## Script: Bug – Win ratio do not appear to be correct.

### Script Description

This script tests the win and loss ratio. The game states that it should be 8% bias to the baise. This means that the win ratio should be 0.42% which is not the case in this game.

### Testing Requirements

* A player bets on a particular symbol and wins if one or more symbol appears on the three dice that is rolled and if none appears the player loses the game.
* The win amount of the player will be bet amount times the number of symbol matches to that the user has placed the bet on.
* The overall result should be that the game should be 8% favor of the house. The player win ratio should be 42% that means the player should loose 58 times out of 100.

### Pre-conditions

* A user must have registered for gameplay and have a positive balance greater than the minimum bet.
* A game must be initialized with 3 dice.

### Required Data

* A Valid user “Fred”
* Starting Balance “100”
* Three dices “d1,d2,d3”
* A bet “Crown”
* No of plays=100

### Post-conditions

* The win ratio of the player should be 42%, that means the player should lose 58 times out of 100.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Start game | Game starts | P |
| 2 | Player bets on $5 on crown | 3 values of dice and a result | P |
| 3 | Check result | Confirm winnings amount is correct based on dice values as follows:   * 0 crowns – Winnings = -5 * 1 crown – Winnings = 5 * 2 crowns – Winnings = 10 * 3 crowns – Winnings = 15 | P |
| 4 | Play until game ends | Games ends | P |
| 6 | Check win rate | Win rate of 42% +/- 3% | P |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 07/10/2017 10:45pm | Bijaya | 11636540 | UAT3-Test1 | Fail |
| 14/10/2017 11:10 | Bijaya | 11636540 | UAT3-Test2 | Pass |

## Script 4: Bug – Dice seem to always roll the same after first roll

### Script Description

* This script looks into the bug that the same symbols are rolled after the first round until the end of game.

### Testing Requirements

Each turn of play should give different symbols of the three dices that are rolled.

### Pre-conditions

* The game should be running.
* The user balance should be greater than minimum bet.
* The user should place a bet on one of the symbol.

### Required Data

* A Valid user “Fred”
* Starting Balance “100”
* Three dices “d1,d2,d3”
* A bet “Crown”

### Post-conditions

* Each round should provide different symbols on the roll of the dices.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 2 | Start new game | New game starts | P |
| 3 | Pick “Crown” bet 5 | 3 values of dice and a result | T |
| 4 | Check the symbols on the roll of dice | Symbols should be random on each round | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 07/10/2017 11:15pm | Bijaya | 11636540 | UAT | Fail |