# 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 – Dice rolls same for each round

## Test Components/Requirements

User plays the Crown and Anchor game

## Script: Bug – Dice rolls same for each round

### 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 |