# Bug Replication Document

### Bug name

Player loses double their bet when they lose.

### Bug description

When a player doesn’t get a match, their balance goes down by twice the amount they bet.

### Expected output description

The expected output is for a player to lose only what they bet in a given game. E.G. If a player bets $20 they lose $20, no more, no less.

### Bug prerequisites

1. The application must be executed.
2. The application play mode is “Play Interactivity”.
3. The player must be setup correctly and have the following details:

* Name: John
* Balance: 100
* Standard bet: 5
* Betting Limit: 10

1. The player must lose the game.

### Starting point

The steps to replicate this bug start from when the game begins and a player is asked to enter an amount to bet.

### Steps to replicate

|  |  |  |  |
| --- | --- | --- | --- |
| **User Input** | **Expected System Response** | **Pass** | **Fail** |
| Enters any number from ‘1’ and presses <enter> key | Displays “Selected Fish.” message then “Enter bet (default $5):” message |  |  |
| Enters ‘5’ and presses <enter> key | Displays the players; betting amount, chosen symbol and starting balance also displays the symbols rolled and the message “John lost 5, balance now 95” |  |  |
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### Test Data

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| --- | --- | --- | --- | --- | --- |
| **Test No** | **1** | **2** | **3** | **4** | **5** |
| **Symbol No** | 1 |  |  |  |  |
| **Bet Amount** | 5 |  |  |  |  |
| **Output message** | John lost 5, balance now 90 |  |  |  |  |