**Test Name**

TestIncorrectBalance

**Use Case Tested**

When a player has one or more die matches.

**Test Description**

* The test will assess the players balance after a single turn and then compare it to what balance the player is expected to have. This test does not manipulate the program in terms of the random die values, it only tests the expected balance after the values of each dice is returned.
* When a player wins a bet with exactly 1 match, their balance is increased by the amount they bet and they maintain the same balance they had before the bet.
* If they have 2 matches, they maintain their original balance and win double their bet (if their bet 5, they get 10)
* If they are three matches, they maintain their original balance and win 3 times their bet (bet 5, win 15)

**Pre-conditions**

* The player will have an initial balance of 15, the player has a bet of 5 and the game is limited to 1 turn.
* A test is written that fails whenever the players balance does not match the balance expected
* There are three dice objects that have the faces (diamond, crown, anchor, club, spade)

**Post-Conditions**

* The test will fail whenever the expected balance does not match the actual balance
* The test will pass when the expected balance matches the actual balance. This only occurs whenever there are no matches
* The test will output the value of each die, the initial balance, the expected balance after the turn, and the actual balance

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| --- | --- | --- | --- | --- |
|  | Test Step | Expected Test Results | P | F |
| 1 | Set balance to 15 | Balance should be 15 | x |  |
| 2 | Set number of games to 1 | Should only roll the 3 dice once | x |  |
| 3 | Remove turns. Ensures that the test is only run once | The program executes only one turn | x |  |
| 4 | Run the test | * 1 match – balance is 20 * 2 matches – balance is 25 * 3 matches – balance is 30 |  | x |