# Scenario – Debugging

## Scenario Description

* This test is designed to find the bugs within the “Crown & Anchor” game.
* Each test will find a single bug within the program.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 1.0 | 15/10/2017 | Corey Schmetzer | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

1. Bug – Dice rolls identical every turn

## Test Components/Requirements

* User plays the Crown and Anchor game

## Script: Bug – Dice rolls identical every turn

### Script Description

* This script looks into the bug where the exact same symbols are rolled from the first turn until the end of the game.

### Testing Requirements

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

### Setup

* The program should be running.
* The players balance should be greater than minimum bet.
* The player should place a bet on a single symbol.

### Post-conditions

* Each round should result in randomized symbols on the roll of the dices and not always identical to the previous turns results.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Start a new game | A new valid game is created | P |
| 2 | Pick a symbol and bet 5 | 3 face values of dice and a win or lose result | P |
| 3 | Check the results of the symbols on the dice roll | Symbols should be randomized and not identical to all other turns | P |

### Test Data

|  |  |  |  |
| --- | --- | --- | --- |
| User | Starting Balance | Three Dices | A Bet |
| “Fred” | “100” | “d1,d2,d3” | “Crown” |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 15/10/2017 11:15pm | Corey | 11603457 | UAT | Fail |
| 16/10/2017 10:50pm | Corey | 11603457 | UAT | Pass |