# 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 |
| 0.1 | 15/10/2017 | Corey Schmetzer | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

1. Bug – Dice roll doesn’t include spade

## Test Components/Requirements

* User plays the Crown and Anchor game

## Script: Bug – Dice roll doesn’t include spade

### Script Description

* This script looks into the bug where the “Spade” isn’t included on the dice roll.

### Testing Requirements

Dice roll should be able to display “Spade” at least once in any round of play.

### 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 provide different symbols on the roll of the dices and a spade should appear at least once due to high probability.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Start a new game | A new valid game is created | P |
| 2 | Pick a “Spade” 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 | Spade should appear on dice roll at least once | F |

### Test Data

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

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 07/10/2017 11:30pm | Corey | 11603457 | UAT | Fail |