

**Bug Report:**

**Bug 1:** Game does not pay out at correct level.

When player wins on 1 match, balance does not increase.

**Bug 2:** Player cannot reach betting limit:

Limit set to 0, but game ends with player still with 5 (dollars) remaining.

**Bug 3:** Odds in the game do not appear to be correct.

Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case.

**Please Note:** These are the reported bugs. It should not be assumed that these are the only bugs present. For higher range grades, all bugs must be found and resolved.

**Please Also Note:** It is not sufficient that bugs are found and eliminated. The debugging process needs to be documented. In particular, tests need to be written that both demonstrate the bug, and demonstrate its resolution.

The steps in the debugging process need to be documented. Keep a debugging logbook and record the series of hypotheses and tests that led you to the origin of each bug. The tests may be informal (ie not unit tests), but the results should be noted down.