| **Test Name** | Bug01 – Player Winning Bug |
| --- | --- |
| **Use Case Tested:** | Play Game – Play Round |
| **Test Description:** | Game does not pay out at correct level.  When player wins on 1 match, balance does not increase.  Winnings is not computed correctly |
| **Pre-conditions** | * 3 Dice Objects Created * Game Created * Exists – Player, bet, pick * Not Null – Player, pick, bet * Player limit not reached   Game Rules:   * Player must be > 18 |
| **Post-conditions** | * Round/Turn over * Player receives winnings   Or   * Player does not receive any winnings |
| **Notes:** | **Program Outputs are provided in the appropriate Hypothesis** |
| **Result (Pass/Fail/Warning/Incomplete)** | **Bug Test – Pass (Bug Exists / Replicated)**  **Fix Test – Pass (Normal Functioning / Bugs Fixed)** |

|  | **TEST STEP** | **EXPECTED TEST RESULTS** | P | F |
| --- | --- | --- | --- | --- |
| Test #1 – Run Game with Bug | | | | |
|  | Run | * Game Initiates * Game will begin * Winnings incorrectly calculated * Player does not gain profit from winning * Game ends |  |  |
| Test#2 – Run Game with Fix | | | | |
|  | Run | * Game Initiates * Game will begin * Winnings incorrectly calculated * Player gains profit from winning * Game ends |  |  |