| **Test Name** | Bug02 – Game Limit Bug |
| --- | --- |
| **Use Case Tested:** | Play Game – Play Round |
| **Test Description:** | Player cannot reach betting limit:  Limit set to 0, but game ends with player still with 5 (dollars) remaining.  Limit incorrectly handled. |
| **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** |
| **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 * Player loses money * Player has balance of 5   + Player has reached limit   + Limit is incorrectly handled * Game ends |  |  |
| Test#2 – Run Game with Fix | | | | |
|  | Run | * Game Initiates * Game will begin * Player loses money * Player has balance of 5   + Player has not reached limit * Player has balance of 0   + Player has reached limit   + Limit is correctly handled * Game ends |  |  |