

Test Name	Verify incorrect winnings (Bug #1)
Use Case Tested:	Play Game
Test Description:	Play the game to verify that correct winnings are not displayed at the end of a single game
Pre-conditions	
Post-conditions	Players Balance has not changed on a win
Notes:	
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P	F
1.	Enter player name and balance of 100	Action completes without warning	P	
2.	Play the game	Balance has not increased despite having a correct	P	
3.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	100				
Bet Amount	10				
Amount Won	1				

Test Name	Verify Winnings are now showing correctly (Bug #1)
Use Case Tested:	Play Game
Test Description:	Play the game to verify that correct winnings are now being added to the players balance correctly
Pre-conditions	
Post-conditions	Players Balance has increased by 10 at the end of the game
Notes:	
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P	F
4.	Enter player name and balance of 100	Action completes without warning	P	
5.	Play the game with a bet of 10	Balance has increase by 10	P	
6.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	100				
Bet Amount	10				
Amount Won	1				

Test Name	Show that the win ratio is not 0.42(Bug #3)
Use Case Tested:	Play Game
Test Description:	Play the game to verify that correct winnings are not displayed at the end of a single game
Pre-conditions	
Post-conditions	Win ratio is not 0.42
Notes:	Warning! New bug found, random values do not update, leading to 0 wins or 0 losses, this is pretty far from 0.42 ratio
Result (Pass/Fail/Warning/Incomplete)	Pass (well, technically, see notes)

	TEST STEP	EXPECTED TEST RESULTS	P	F
7.	Enter player name and infinite balance	Action completes without warning	P	
8.	Play the game with a bet of 10 1000 times	Win ratio is not ~0.42	P	
9.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	100				
Bet Amount	10				

Test Name	Verify dice now update correctly (bug #3 Bonus Bug)
Use Case Tested:	Play Game
Test Description:	Play the game to verify that correct winnings are not displayed at the end of a single game
Pre-conditions	
Post-conditions	Some form of reasonable ratio has been shown
Notes:	Explained Bug is now revealed, has a ratio of 0.49 instead of 0.42 that is supposed to occur
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P	F
10.	Enter player name and give infinite balance	Action completes without warning	P	
11.	Play the game 100 times with a bet of 10	Player has a ratio greater 0 and below 1	P	
12.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	100				
Bet Amount	10				

Test Name	Check win:loss ratio is fixed (Bug #3)
Use Case Tested:	Play Game
Test Description:	Play the game to verify that the win/loss ratio is correct
Pre-conditions	
Post-conditions	A percentage of 0.42 is shown
Notes:	
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P	F
13.	Enter player name and give infinite balance	Action completes without warning	P	
14.	Play the game 100 times with a bet of 10	Win/loss is close to 0.42 (plus or minus 0.01)	P	
15.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	100				
Bet Amount	10				

Test Name	Check the player cannot bet when near the limit
Use Case Tested:	Play Game
Test Description:	Play the game to verify that attempting to bet with the last of your money is impossible
Pre-conditions	
Post-conditions	Player cannot make a bet
Notes:	
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P	F
16.	Enter player name and balance of 5, limit stays at default 0	Action completes without warning	P	
17.	Play the game with a bet of 5	A bet cannot be made	P	
18.				

Test Data Table					
	1	2	3	4	5
Player Name	Cartman				
Player Balance	5				
Bet Amount	10				

Test Name	Check the player can now bet when near the limit
Use Case Tested:	Play Game
Test Description:	Play the game to verify that attempting to bet with the last of your money is now possible
Pre-conditions	
Post-conditions	Player cannot make a bet
Notes:	
Result (Pass/Fail/Warning/Incomplete)	Pass

	TEST STEP	EXPECTED TEST RESULTS	P
19.	Enter player name and balance of 5, limit stays at default 0	Action completes without warning	P
20.	Play the game with a bet of 5	Bet is accepted bringing the balance down to the true spending limit	P
21.			