1. The bug is somewhere in the rolling of the dice. So within the dice.roll() function.

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| Test | Place a breakpoint on the d.rollI() call in playRound. |
| Prediction | The dice isn’t a fair dice and not returning truly random faces. |
| Result | The dice values seem to be random. |
| Notes | * There is something wrong with DiceValue.getRandom() it seems that SPADE is never returned. * RANDOM.netInt value is too low. It needs to be 1 above the value of DiceValue.SPADE.ordinal(). |

1. Given than spades aren’t being returned which would change dice odds, in turn changing the game odds.

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| Test | Add a + 1. Line 26 is of DiceValue is now  RANDOM.netInt( DiceValue.SPADE.ordinal() + 1) |
| Prediction | The odds should be 0.42 |
| Result | The odds are 0.50 |
| Notes | * The odds are not right, but at least now they are consistent. * Is that another bug that wasn’t in the bug report? Or Just part of this bug? |

1. Now that the dice is fair and rolling correctly. But the odds are still not correct, perhaps the returned value from dice.getValue()

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| Test | Put a breakpoint on line 38 of Game  if (d.getValue().equals(pick)) {  Check if the returned value of getValue is correct and pick is correct. |
| Prediction | One of them is wrong, most likely getValue. |
| Result | N/A |
| Notes | * Noticed that when the dice is rolled the value is returned and not stored in value. Added   value = DiceValue.getRandom();  to roll function. |

1. Should work now.

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| Test | Run the games |
| Prediction | Odds should be 0.42% aprox. |
| Result | Odds are 0.42% |
| Notes | * N/A |