# Scenario #: Hoo Hey How

## Scenario Description

* Hoo Hey How is a Chinese betting game played with three six-sided dice. It is related to British game “Crown and Anchor” game and the American game “Chuck-a-luck”.
* The six sides of the dice have pictures of Fish, a Prawn, a crab, a Rooster, a Gourd, and a Stag. Players wager on which pictures will appear on the upper face of the dice when all three dice are rolled.
* If one picture matches the player’s selection, the players bet is returned, and the player wins an additional amount equal to their bet. If two picture matches, the bet is returned, and player wins twice their bet. If three pictures match, the bet is returned, and the player wins three their bet.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 18/10/2019 | Mina Tamang | Initial Draft |
| 1.0 | 18/10/2019 | Mina Tamang | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Player loses double their bet when they lose.
* 1.2 Player doesn’t receive any winnings.
* 1.3 Player cannot reach betting limit
* 1.4 Odds in the game are incorrect

## Use Case

* List the Use Case covered by this Test Scenario – limit the test scenario to just one Use Case

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Component 1
* Component 2
* Functional Requirements Group 1

## User Groups

* User group/responsibility 1
* User group/responsibility 2

## Script #: 1.1 Player doesn’t double their bet when they lose

### Script Description

* All service charges are reported as $0.00 when checking out

### Testing Requirements

This test script covers the following specific testing requirements:

* Service charges should be recorded as charged

### Setup

* Run main
* Select batch mode
* Enter “j” for player
* Accept default for balance (100)
* Accept default for limit (10)
* Accept default for number of games (1000)
* Accept default for standard bet (10)

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Select for random pick | Prints starting batch mode game and then results for up to 1000 games | P |
| 2 | Inspect results for losing game | J bets 10 on Rooster, starting with balance $100  Rolled Crab, Gourd, Crab  J lost 10,, balance now 80 | F |

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### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 17/10/2019 9:23 pm | Mina Tamang | MinaTamang1 | System Cycle 1 | Failed |
| 18/10/2019 3:00 pm | Mina Tamang | MinaTamang1 | System Cycle 2 | Passed |

## Script #: 1.2 Player doesn’t receive any winnings.

### Script Description

* All service charges are reported as $0.00 when checking out

### Testing Requirements

This test script covers the following specific testing requirements:

* Service charges should be recorded as charged

### Setup

* Run main
* Select batch mode
* Enter “j” for player
* Accept default for balance (100)
* Accept default for limit (10)
* Accept default for number of games (1000)
* Accept default for standard bet (10)

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Select for random pick | Prints starting batch mode game and then results for up to 1000 games | P |
| 2 | Inspect results for winning game | J bets 10 on Rooster, starting with balance $100  Rolled Prawn, Gourd, Rooster  J won 10, balance now 100 | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 17/10/2019 | Mina Tamang | MinaTamang1 | System Cycle 1 | Failed |
| 2/16/06 3:45 pm | Joseph Jones | Samsmith1 | System Cycle 2 | Passed |

## Script #: 1. 3 Player cannot reach betting limit

### Script Description

* All service charges are reported as $0.00 when checking out

### Testing Requirements

This test script covers the following specific testing requirements:

* Service charges should be recorded as charged

### Setup

* Run main
* Select batch mode
* Enter “a” for player
* Enter balance 10
* Enter limit 5
* Enter bet 5

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Select for random pick | Prints initial balance, limit default, standard bet. | P |
| 2. | Select 5 as a betting limit at balance 10 | System prints  Betting 5 could go below limit, voiding bet | F |

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### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 17/10/2019 | Mina Tamang | MinaTamang1 | System Cycle 1 | Failed |

## Script #: 1.4 Odds in the game are incorrect

### Script Description

* All service charges are reported as $0.00 when checking out

### Testing Requirements

This test script covers the following specific testing requirements:

* Service charges should be recorded as charged

### Setup

* Run main
* Select batch mode
* Enter “p” for player
* Accept default for balance (100)
* Accept default for limit (10)
* Accept default for number of games (1000)
* Accept default for standard bet (10)

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Select for random pick | Prints starting batch mode game and then results for up to 1000 games | P |
| 2 | Inspect the game win | Total win = 3, total lost = 4 i.e  Win: (3+4) ratio, 3/7 is 0.428. | F |

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### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 17/10/2019 | Mina Tamang | MinaTamang1 | System Cycle 1 | Failed |