The replication involves the UAT and is provided below:

|  |  |
| --- | --- |
| **Test Name** | Bug 6 (Betting Amount) |
| **Test Description** | The player shall be able to view the minimum and maximum wage for the game, henceforth, be able to input an amount within this range as a bet. |
| **Pre-condition** | * Game controlled by dealer. * Minimum and maximum wagers shall be prominently displayed. * Player not under 18 years old. |
| **Post-condition** | * Three identical dices. * Dealer throw the dice. * Amount of bet. * Each symbol match increase the amount by 1 time. |

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| --- | --- | --- | --- |
| **Steps#** | **Test Action** | **Expected Results** | **Pass/Fail** |
| 1 | Launch “CrownAndAnchorGame” | The program shall start running. | Pass |
| 2 | The balance that the player starts with. | Balance displayed. | Pass |
| 3 | Minimum and maximum shown to the user. | The minimum and maximum amount of money that can be bet are shown. | Fail |
| 4 | Dice rolled with game and turn shown. | Three symbols are shown for the dices in the game and turn involved. | Pass |
| 5 | Bet on a symbol. | User is able to bet on a specific symbol. | Pass |
| 6 | Player is able to bet between minimum and maximum wage. | The amount of money the player bets is between minimum and maximum wage. | Fail |

On step 3, only the limit, which is the lowest amount of money that a user can have is displayed.

The reason why step 6 seems to fail is that the player always bet $ 5 on the games every time.

The test data table is as shown below:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Turn** | 1 | 2 | 3 | 4 | 5 |
| **Symbol** | Club | Crown | Diamond | Crown | Heart |
| **Wage** | 5 | 5 | 5 | 5 | 5 |

Actually, the application does not allow to bet on any amount that $5. The screenshot demonstrates the results of the test data:

