**RLisasi C# final project**

**{} means random number**

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| --- | --- | --- | --- | --- |
| Test Id | Text Description | Expected Result | Actual Result | Comment |
| Bdj1 | Roll{9} while <15 | Two dice appear and display 9 | Two dice appeared and displayed 9 | Setting image to null didn’t do the trick for getting the gui right so I used that in conjunction with .visible |
| Bdj2 | Roll{9} while<15 | Two dice appear and display 9 total should be 18 | Two dice appeared and displayed 9 and total is 18 |  |
| Bdj4 | This test was to see if only 1 die is rolled and displayed to the user when total > 15 | Rolled 1 die of {1 } and total is 18 | Rolled 1 die of {1 } and total is 18 |  |
| bjdW | Win the game by getting 21 total | Display a message box with the option to quit or restart | Display a message box with the option to quit or restart | Once I figured out how to do this is craps game I went back and implemented it here, instead of setNull() I reset only timers and let is roll again automatically meaning that hitting yes auto rolls |
| bdjL | Lose the game by going over 21 | Display a message box with the option to quit or restart | Display a message box with the option to quit or restart | The BUST only shows temporarily, and all message boxes had the same issue but got fixed with auto roll |
| link | channel: RL7\_slimkat video: Blackjack dice c# game demo  https://youtu.be/j06kMyWUe\_8 |  |  |  |
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