# Scenario #2

## Scenario Description

* When a player doesn’t receive any winnings. Even when a player gets a match, their balance just stays the same as before they bet.
* For example, if the player bets $5 on Prawn and the dealer rolls 2 Prawn and 1 Stag then the player gets their bet back but doesn’t gain anything. The player is meant to gain their bet back plus double as a win (e.g. $5 + $10 winnings).

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 18/10/2019 | James Bell | Initial Draft |
| 1.0 | 18/10/2019 | James Bell | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Test Script #1
* 1.2 Test Script #2

## 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

## Script #1

### Script Description

* Launch program and play interactively with any balance, bet limit and bet and select any dice picture. Once selected if the game is win with 2 correct dice your balance is updated and displayed as the same as before the bet.

### Testing Requirements

This test script covers the following specific testing requirements:

* Any balance, bet limit and bet amount
* Any dice picture selected (e.g. Fish, prawn, rooster, crab, courd or stag)
* Must loss the roll and have wrong dice picture from the 3 dices.

### Setup

* Must be playing either play interactively or batch mode.
* Must have a balance, bet limit and bet amount higher than 0.
* Must win the bet with 2 or 3 dice being the same as your guess.

### Teardown

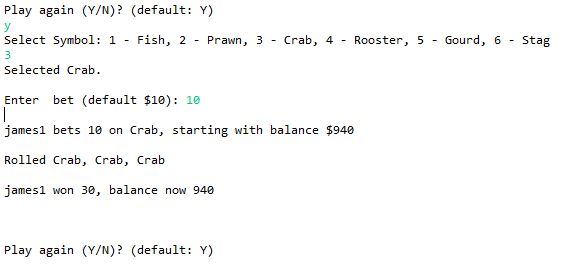
* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch program | Launches successfully | pass |
| 2 | Select p (play interactively) | Askes for player name | pass |
| 3 | Input player name | Askes for initial balance | pass |
| 4 | Input initial balance | Askes for bet limit | pass |
| 5 | Input bet limit | Displays user info and askes for standard bet | pass |
| 6 | Input standard bet | Askes for symbol | pass |
| 7 | Input symbol | Displays selected and askes bet | pass |
| 8 | Input bet | Displays win or lose, if win with 2 of the same dice of your input balance is not updated. | fail |
| 9 | End test | End test |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 17/10/19 9:30am | James Bell | James1 | System Cycle 1 | Failed |
| 17/10/19 9:35am | James Bell | James1 | System Cycle 2 | Failed |
| 17/10/19 9:40am | James Bell | James1 | System Cycle 3 | Failed |
| 17/10/19 9:45am | James Bell | James1 | System Cycle 4 | Passed |
| 17/10/19 9:50am | James Bell | James1 | System Cycle 5 | Passed |

Note: All failed attempts in test executions where when the program bet was won not allowing the bug to be seen. All passes where when the program bet was lost, and the bug was seen.

System Cycle 5