**Scenario #1**

**Scenario Description**

* When a player loses double their bet when they lose. When a player doesn’t get a match, their balance goes down by twice the amount they bet.
* For example, if the player bets $5 on Prawn and the dealer rolls 2 Fish and 1 Stag then the player loses $10. The player is only mean to loses their bet of $5.

**Auto-test variables**

* Mockito can be used to mock the variables needed for each step automatically to cause a controlled environment to replicate the bug better. The variables needed to be mocked by Mockito are:
* String ans = “P” (Select play interactively on menu)
* String name = <Any> (User name)
* Integer initialBalance/ ans = <AnyInt> (Balance)
* Integer limit/ ans = <AnyInt> (Bet limit)
* Integer stdBet/ ans = <AnyInt> (Standard bet)
* Integer selection/ ans = <1-6> (Symbol selection)
* Integer bet/ ans = <AnyInt> (Bet amount)
* Object dice.get(1-3).getFace() = Any symbol not picked

**Record of Outputs from tests**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 18/10/19 11:00am | James Bell | <Mock> | System Cycle 1 | Passed |
| 18/10/19 11:05am | James Bell | <Mock> | System Cycle 2 | Passed |
| 18/10/19 11:10am | James Bell | <Mock> | System Cycle 3 | Passed |
| 18/10/19 11:15am | James Bell | <Mock> | System Cycle 4 | Passed |
| 18/10/19 11:20am | James Bell | <Mock> | System Cycle 5 | Passed |