Cucumber Report

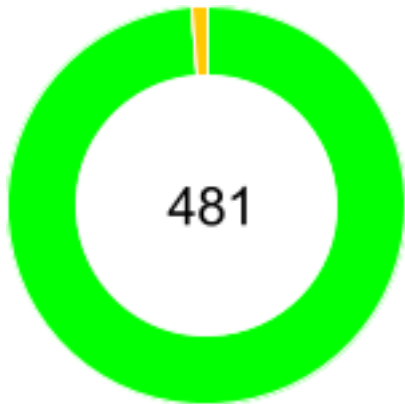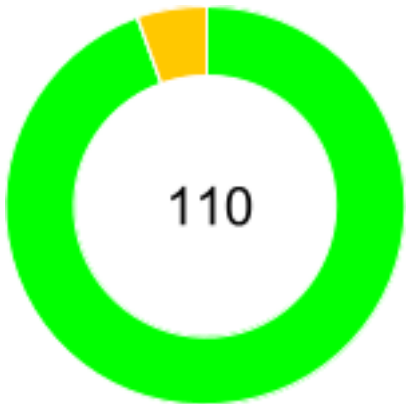| Start : Feb 21, 9:34:12.541 AM	End : Feb 21, 2:28:26.940 PM	Duration : 294 m 14.399 s
Features	Scenarios	Steps
PASSED - 4 FAILED - 0 SKIPPED - 2	PASSED - 104 FAILED - 0 SKIPPED - 6	PASSED - 475 FAILED - 0 SKIPPED - 6

6

110

481

40 50 60 Pass % 30 70 20 80 10 90 0 100 66 %

40 50 60 Pass % 30 70 20 80 10 90 0 100 94 %

40 50 60 Pass % 30 70 20 80 10 90 0 100 98 %

Feature		Scenario				Step			
Name	Duration	T	P	F	S	T	P	F	S
Payout	67 m 35.827 s	19	15	0	4	40	36	0	4
Bet Information	10 m 57.066 s	3	3	0	0	21	21	0	0
Gameplay	61 m 57.585 s	18	18	0	0	93	93	0	0
Functionality	81 m 19.535 s	46	46	0	0	269	269	0	0
Result And Statistics	66 m 57.544 s	18	16	0	2	38	36	0	2
User Interface	5 m 26.774 s	6	6	0	0	20	20	0	0

#	Feature Name	Scenario Name
1	*Payout*	*PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option*
2		*PO Test 7: Checking The Payout Calculation Of Three Dice Total 4 & 17 Betting Option*
3		*PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option*
4		*PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option*
5	*Result And Statistics*	*RS Test 3: Checking The Data Displayed On Result Panel When Any Triple Wins*
6		*RS Test 2 Of 4: Checking The Any Triple Percentage Displayed On Statistics*

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@Payout	19	15	0	4	1	0	0	1
@PayoutWait	1	1	0	0	1	0	0	1
@Maintenance	40	36	0	4	3	2	0	1
@PayoutTest1	1	1	0	0	1	0	0	1
@PayoutTest2	1	1	0	0	1	0	0	1
@PayoutTest3	1	1	0	0	1	0	0	1
@PayoutTest4	1	1	0	0	1	0	0	1
@PayoutTest6	1	0	0	1	1	0	0	1
@PayoutTest7	1	0	0	1	1	0	0	1
@PayoutTest8	1	1	0	0	1	0	0	1
@PayoutTest9	1	1	0	0	1	0	0	1
@PayoutTest10	1	1	0	0	1	0	0	1
@PayoutTest11	1	1	0	0	1	0	0	1
@PayoutTest12	1	1	0	0	1	0	0	1
@PayoutTest13	1	1	0	0	1	0	0	1
@PayoutTest14	1	1	0	0	1	0	0	1
@PayoutTest15	1	1	0	0	1	0	0	1

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@PayoutTest16	1	0	0	1	1	0	0	1
@PayoutTest17	1	0	0	1	1	0	0	1
@PayoutTest18	1	1	0	0	1	0	0	1
@PayoutTest19	1	1	0	0	1	0	0	1
@BetInformationTest1	1	1	0	0	1	1	0	0
@BetInformation	3	3	0	0	1	1	0	0
@BetInformationTest2	1	1	0	0	1	1	0	0
@BetInformationTest3	1	1	0	0	1	1	0	0
@GameplayTest1	1	1	0	0	1	1	0	0
@Gameplay	18	18	0	0	1	1	0	0
@GameplayTest4	1	1	0	0	1	1	0	0
@GameplayTest5	1	1	0	0	1	1	0	0
@GameplayTest6	1	1	0	0	1	1	0	0
@GameplayTest7	1	1	0	0	1	1	0	0
@GameplayTest8	1	1	0	0	1	1	0	0
@GameplayTest9	1	1	0	0	1	1	0	0
@GameplayTest10	1	1	0	0	1	1	0	0

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@GameplayTest11	1	1	0	0	1	1	0	0
@GameplayTest12	1	1	0	0	1	1	0	0
@GameplayTest13	1	1	0	0	1	1	0	0
@GameplayTest14	1	1	0	0	1	1	0	0
@GameplayTest15	1	1	0	0	1	1	0	0
@GameplayTest16	1	1	0	0	1	1	0	0
@GameplayTest17	1	1	0	0	1	1	0	0
@GameplayTest18	1	1	0	0	1	1	0	0
@GameplayTest19	1	1	0	0	1	1	0	0
@GameplayTest29	1	1	0	0	1	1	0	0
@Functionality	46	46	0	0	1	1	0	0
@FunctionalityTest1	1	1	0	0	1	1	0	0
@FunctionalityTest2	1	1	0	0	1	1	0	0
@FunctionalityTest3	1	1	0	0	1	1	0	0
@FunctionalityTest4	1	1	0	0	1	1	0	0
@FunctionalityTest5	1	1	0	0	1	1	0	0
@FunctionalityTest6	1	1	0	0	1	1	0	0

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@FunctionalityTest7	1	1	0	0	1	1	0	0
@FunctionalityTest8	1	1	0	0	1	1	0	0
@FunctionalityTest9	1	1	0	0	1	1	0	0
@FunctionalityTest11	1	1	0	0	1	1	0	0
@FunctionalityTest12	1	1	0	0	1	1	0	0
@FunctionalityTest13	1	1	0	0	1	1	0	0
@FunctionalityTest14	1	1	0	0	1	1	0	0
@FunctionalityTest15	1	1	0	0	1	1	0	0
@FunctionalityTest16	1	1	0	0	1	1	0	0
@FunctionalityTest17	1	1	0	0	1	1	0	0
@FunctionalityTest18	1	1	0	0	1	1	0	0
@FunctionalityTest19	1	1	0	0	1	1	0	0
@FunctionalityTest21	1	1	0	0	1	1	0	0
@FunctionalityTest22	1	1	0	0	1	1	0	0
@FunctionalityTest23	1	1	0	0	1	1	0	0
@FunctionalityTest24	1	1	0	0	1	1	0	0
@FunctionalityTest25	1	1	0	0	1	1	0	0

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@FunctionalityTest26	1	1	0	0	1	1	0	0
@FunctionalityTest27	1	1	0	0	1	1	0	0
@FunctionalityTest28	1	1	0	0	1	1	0	0
@FunctionalityTest29	1	1	0	0	1	1	0	0
@FunctionalityTest30	1	1	0	0	1	1	0	0
@FunctionalityTest31	1	1	0	0	1	1	0	0
@FunctionalityTest32	1	1	0	0	1	1	0	0
@FunctionalityTest33	1	1	0	0	1	1	0	0
@FunctionalityTest34	1	1	0	0	1	1	0	0
@FunctionalityTest35	1	1	0	0	1	1	0	0
@FunctionalityTest36	1	1	0	0	1	1	0	0
@FunctionalityTest37	1	1	0	0	1	1	0	0
@FunctionalityTest38	1	1	0	0	1	1	0	0
@FunctionalityTest39	1	1	0	0	1	1	0	0
@FunctionalityTest40	1	1	0	0	1	1	0	0
@FunctionalityTest41	1	1	0	0	1	1	0	0
@FunctionalityTest42	1	1	0	0	1	1	0	0

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@FunctionalityTest43	1	1	0	0	1	1	0	0
@FunctionalityTest44	1	1	0	0	1	1	0	0
@FunctionalityTest45	1	1	0	0	1	1	0	0
@FunctionalityTest46	1	1	0	0	1	1	0	0
@FunctionalityTest47	1	1	0	0	1	1	0	0
@FunctionalityTest48	1	1	0	0	1	1	0	0
@ResultAndStatisticsWait	1	1	0	0	1	0	0	1
@ResultAndStatistics	18	16	0	2	1	0	0	1
@ResultAndStatisticsTest1	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest2	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest3	1	0	0	1	1	0	0	1
@ResultAndStatisticsTest4_1	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_2	1	0	0	1	1	0	0	1
@ResultAndStatisticsTest4_3	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_4	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_5	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_6	1	1	0	0	1	0	0	1

TAG	Scenario				Feature			
Name	T	P	F	S	T	P	F	S
@ResultAndStatisticsTest4_7	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_8	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_9	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_10	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_11	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_12	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_13	1	1	0	0	1	0	0	1
@ResultAndStatisticsTest4_14	1	1	0	0	1	0	0	1
@UserInterfaceTest1	1	1	0	0	1	1	0	0
@UserInterface	6	6	0	0	1	1	0	0
@UserInterfaceTest2	1	1	0	0	1	1	0	0
@UserInterfaceTest3	1	1	0	0	1	1	0	0
@UserInterfaceTest4	1	1	0	0	1	1	0	0
@UserInterfaceTest5	1	1	0	0	1	1	0	0
@UserInterfaceTest6	1	1	0	0	1	1	0	0
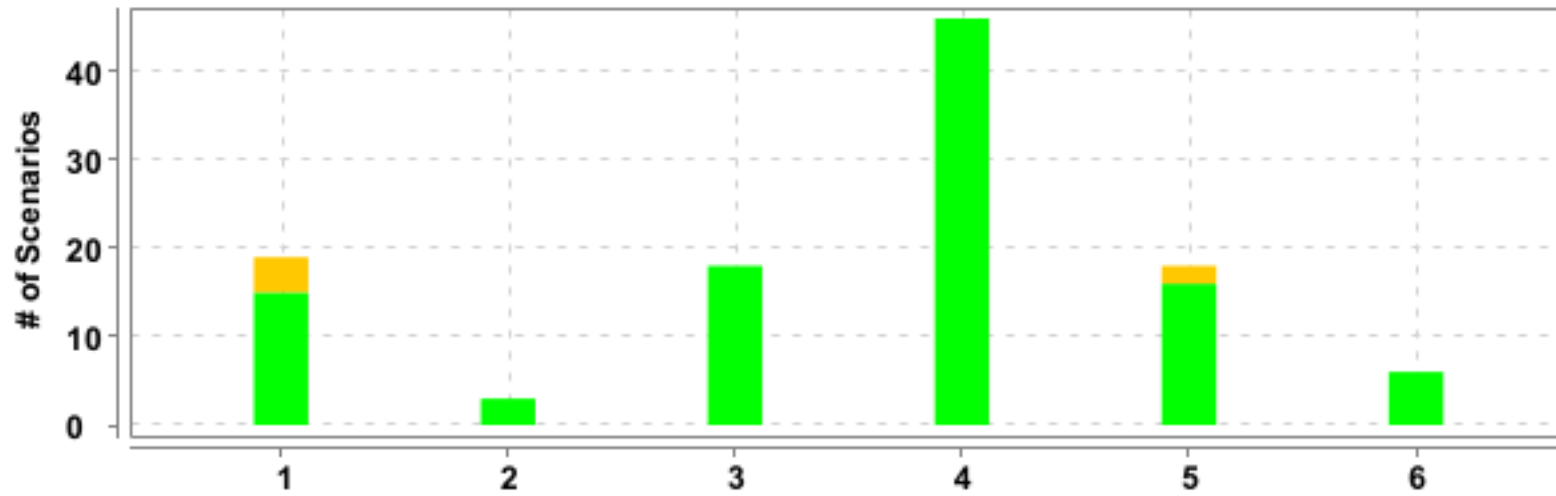
#	Feature Name	T	P	F	S	Duration
1	Payout	19	15	0	4	67 m 35.827 s
2	Bet Information	3	3	0	0	10 m 57.066 s
3	Gameplay	18	18	0	0	61 m 57.585 s
4	Functionality	46	46	0	0	81 m 19.535 s
5	Result And Statistics	18	16	0	2	66 m 57.544 s
6	User Interface	6	6	0	0	5 m 26.774 s
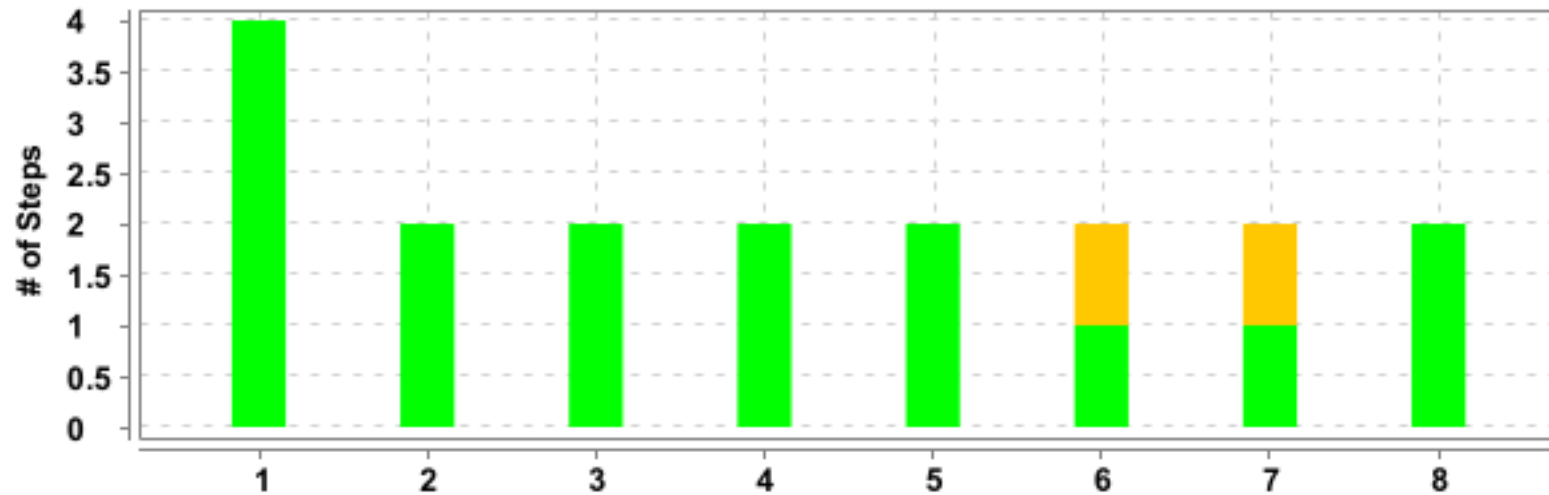
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	Payout	PO Fetch: Wait Until There Is A Round Result For Payout	4	4	0	0	66 m 51.213 s
2		PO Test 1: Checking The Payout Calculation Of Small Betting Option	2	2	0	0	2.707 s
3		PO Test 2: Checking The Payout Calculation Of Big Betting Option	2	2	0	0	2.546 s
4		PO Test 3: Checking The Payout Calculation Of Even Betting Option	2	2	0	0	2.543 s
5		PO Test 4: Checking The Payout Calculation Of Odd Betting Option	2	2	0	0	2.781 s
6		PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option	2	1	0	1	2.555 s
7		PO Test 7: Checking The Payout Calculation Of Three Dice Total 4 & 17 Betting Option	2	1	0	1	2.686 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
8		PO Test 8: Checking The Payout Calculation Of Three Dice Total 5 & 16 Betting Option	2	2	0	0	2.341 s
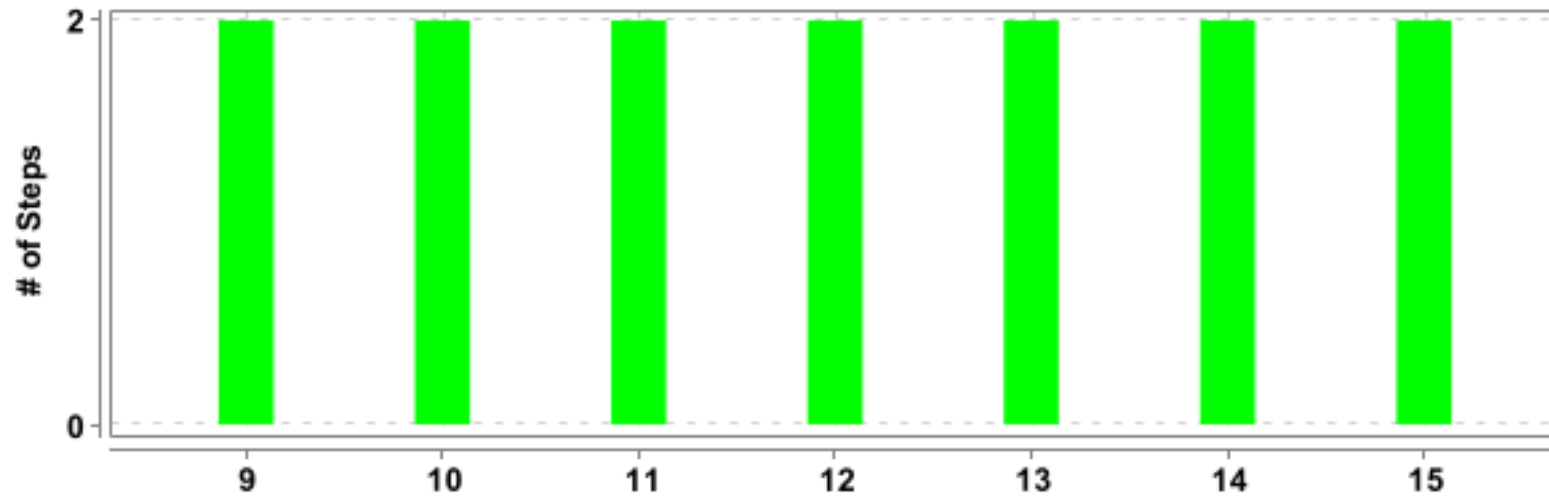
#	Feature Name	Scenario Name	T	P	F	S	Duration
9	Payout	PO Test 9: Checking The Payout Calculation Of Three Dice Total 6 & 15 Betting Option	2	2	0	0	2.369 s
10		PO Test 10: Checking The Payout Calculation Of Three Dice Total 7 & 14 Betting Option	2	2	0	0	2.260 s
11		PO Test 11: Checking The Payout Calculation Of Three Dice Total 8 & 13 Betting Option	2	2	0	0	2.404 s
12		PO Test 12: Checking The Payout Calculation Of Three Dice Total 9 & 12 Betting Option	2	2	0	0	2.366 s
13		PO Test 13: Checking The Payout Calculation Of Three Dice Total 10 & 11 Betting Option	2	2	0	0	2.263 s
14		PO Test 14: Checking The Payout Calculation Of 1 To 1 On One Dice Betting Option	2	2	0	0	2.227 s
15		PO Test 15: Checking The Payout Calculation Of 2 To 1 On One Dice Betting Option	2	2	0	0	2.392 s
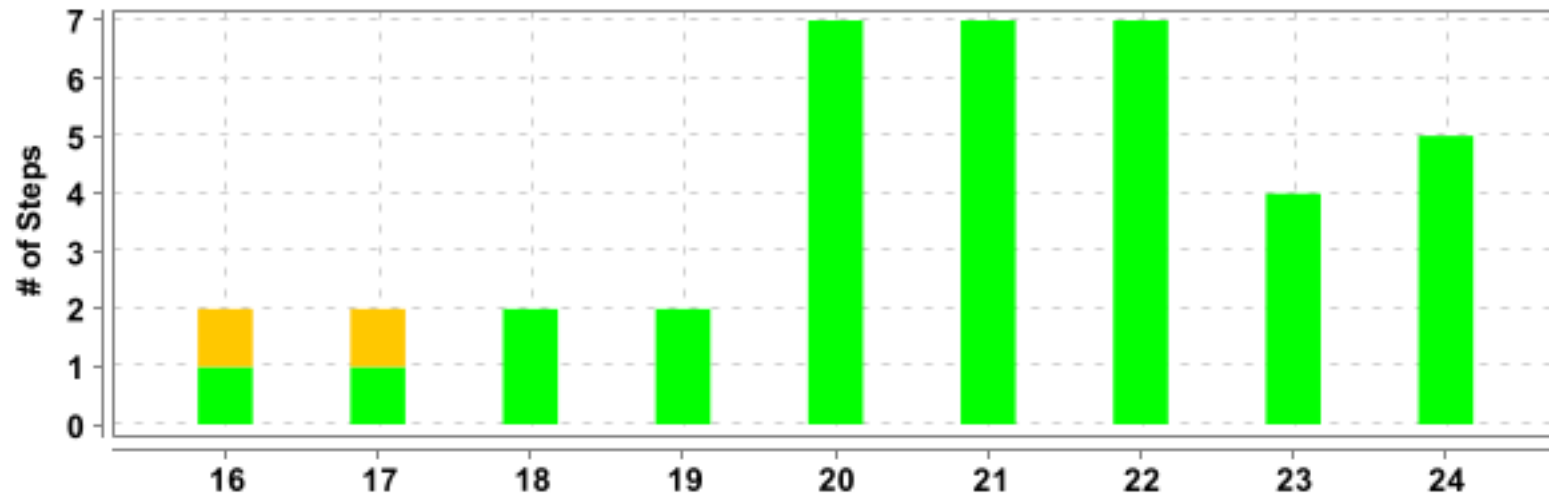
#	Feature Name	Scenario Name	T	P	F	S	Duration
16	Payout	PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option	2	1	0	1	2.490 s
17		PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option	2	1	0	1	2.638 s
18		PO Test 18: Checking The Payout Calculation Of Two Dice Combo Betting Option	2	2	0	0	2.462 s
19		PO Test 19: Checking The Payout Calculation Of Specific Double Betting Option	2	2	0	0	2.450 s
20	Bet Information	BI Test 1: Checking Bet Information With Win Result	7	7	0	0	3 m 3.109 s
21		BI Test 2: Checking Bet Information With Lose Result	7	7	0	0	5 m 28.831 s
22		BI Test 3: Checking Bet Information With Multiple Bets	7	7	0	0	2 m 25.114 s
23	Gameplay	GP Test 1: Checking The Behavior Of The Game After Joining Table	4	4	0	0	1 m 3.034 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
24		GP Test 4: Checking The Behavior Of Chips After Clicking On Each Chips	5	5	0	0	1 m 28.958 s
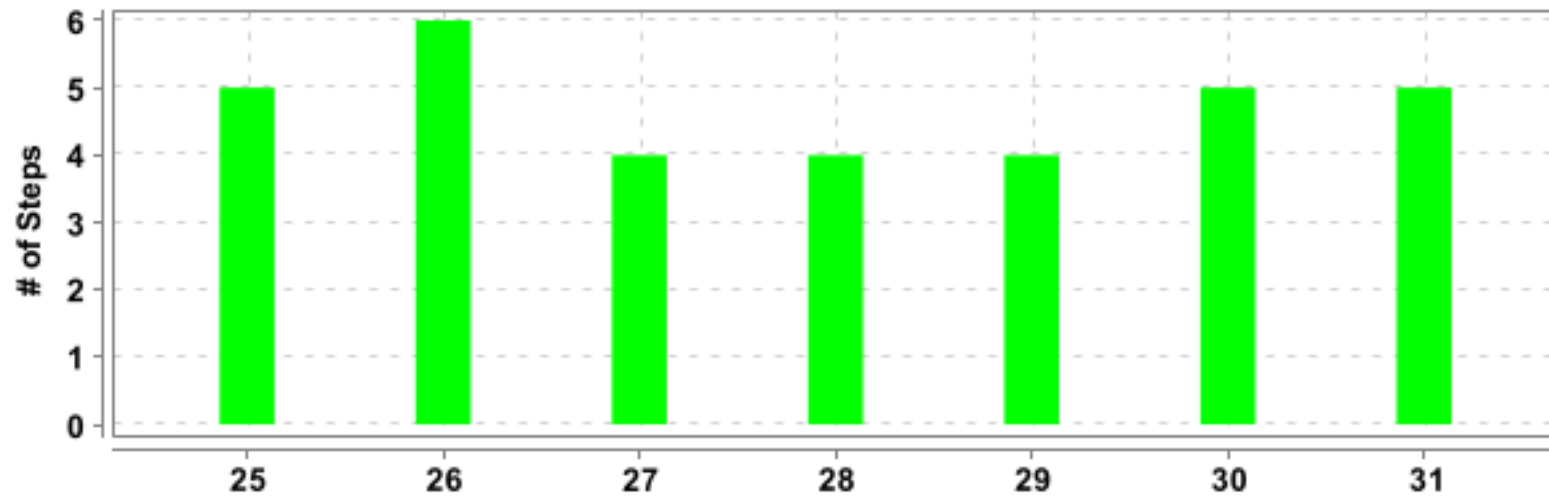
#	Feature Name	Scenario Name	T	P	F	S	Duration
25	Gameplay	GP Test 5: Checking The Behavior Of The Game When Placed Bet On Any Betting Option	5	5	0	0	1 m 24.713 s
26		GP Test 6: Checking The Behavior Of The Game When Placed Bet And Did Not Confirm Until Less Than 10 Seconds	6	6	0	0	2 m 27.210 s
27		GP Test 7: Checking The Behavior Of The Game After A Round	4	4	0	0	2 m 9.719 s
28		GP Test 8: Checking The Behavior Of The Game After Joining Table With Betting Phase Open	4	4	0	0	2 m 41.591 s
29		GP Test 9: Checking The Behavior Of The Game After Joining Table With Betting Phase Close	4	4	0	0	2 m 5.896 s
30		GP Test 10: Checking The Behavior Of The Game When New Round Is Started	5	5	0	0	1 m 19.558 s
31		GP Test 11: Checking The Behavior Of The Game When Placed Bet On Each Betting Options	5	5	0	0	3 m 2.663 s
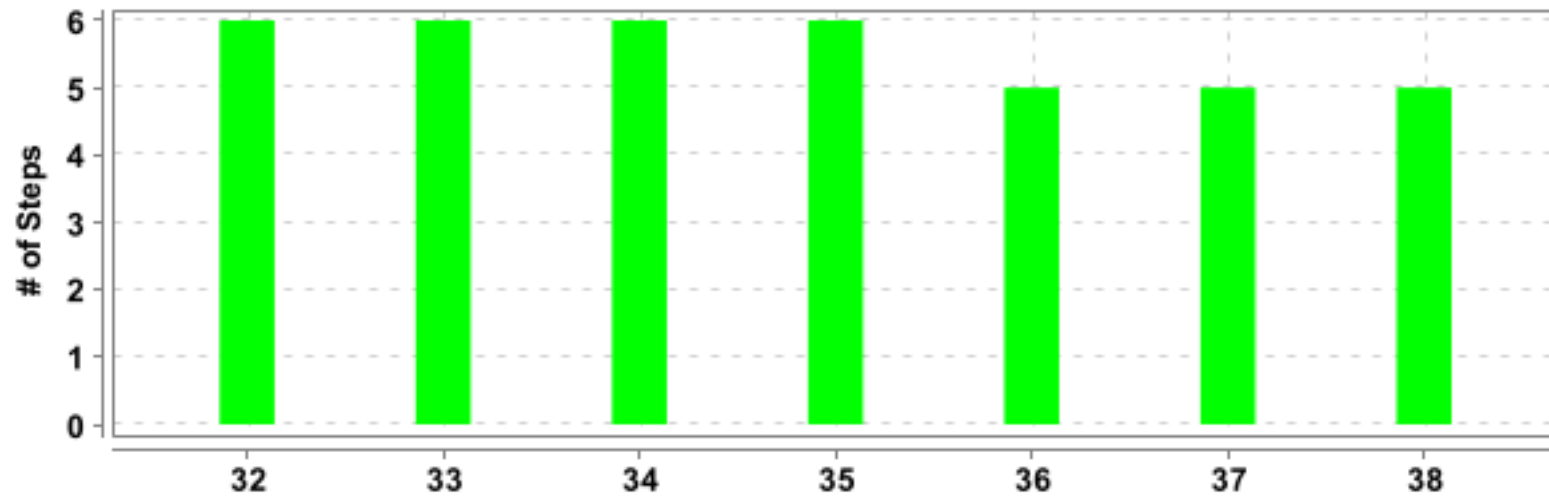
#	Feature Name	Scenario Name	T	P	F	S	Duration
32	Gameplay	GP Test 12: Checking The Behavior Of The Game When Confirmed Bet Then Place And Confirm Bet Again	6	6	0	0	2 m 37.683 s
33		GP Test 13: Checking The Behavior Of The Game When Wins Round	6	6	0	0	4 m 35.850 s
34		GP Test 14: Checking The Behavior Of The Game When Did Not Bet For 8 Rounds	6	6	0	0	10 m 39.119 s
35		GP Test 15: Checking The Behavior Of The Game When Did Not Bet For 9 Rounds	6	6	0	0	16 m 22.586 s
36		GP Test 16: Checking The Behavior Of The Game When Placed Bet That Exceed Maximum Limit	5	5	0	0	1 m 20.112 s
37		GP Test 17: Checking The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options	5	5	0	0	1 m 16.623 s
38		GP Test 18: Checking The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options	5	5	0	0	1 m 19.801 s
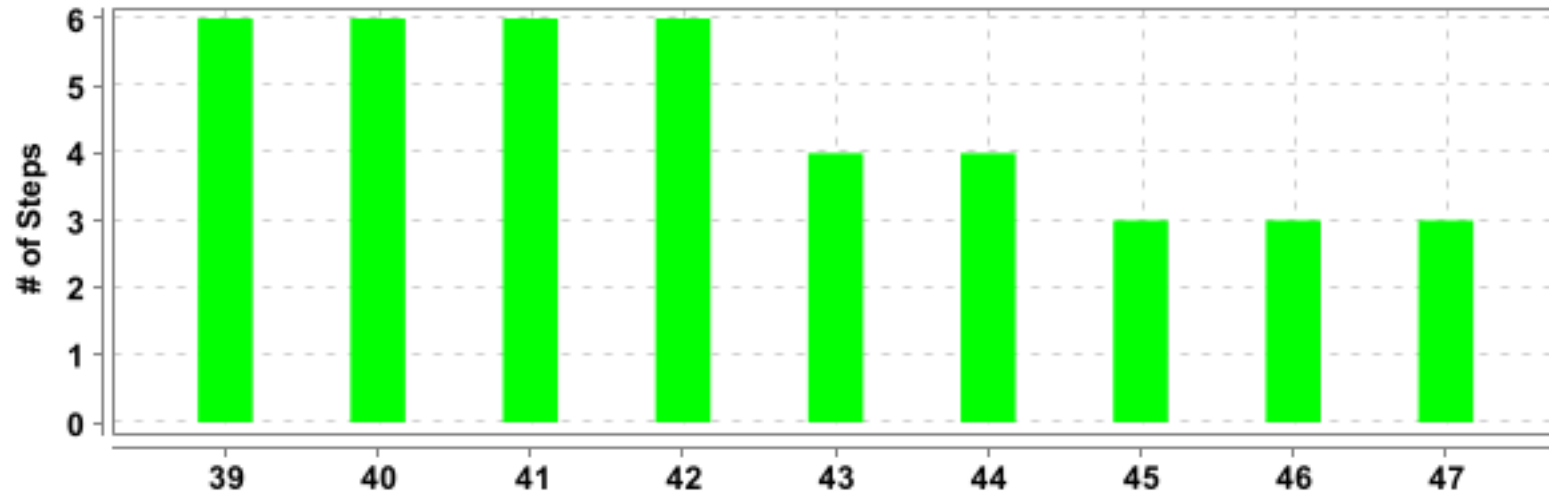
#	Feature Name	Scenario Name	T	P	F	S	Duration
39	Gameplay	GP Test 19: Checking The Behavior Of The Game When Click Back Button While Confirmed Bet	6	6	0	0	3 m 30.996 s
40		GP Test 29: Checking The Behavior Of The Game When Placed Minimum Bet On Any Betting Options	6	6	0	0	2 m 31.377 s
41	Functionality	FT Test 1: Checking The Previous Results Displayed On The Game Lobby	6	6	0	0	1 m 36.450 s
42		FT Test 2: Checking The Functionality Of The Show/Hide Balance Button	6	6	0	0	1 m 15.428 s
43		FT Test 3: Checking The Functionality On Each Table Limit Button	4	4	0	0	57.273 s
44		FT Test 4: Checking The Functionality Of The Back Button On The Game Lobby	4	4	0	0	1 m 36.405 s
45		FT Test 5: Checking The Functionality Of The Big Counter	3	3	0	0	56.450 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
46		FT Test 6: Checking The Functionality Of The Small Counter	3	3	0	0	56.422 s
47		FT Test 7: Checking The Functionality Of The Triple Counter	3	3	0	0	56.991 s
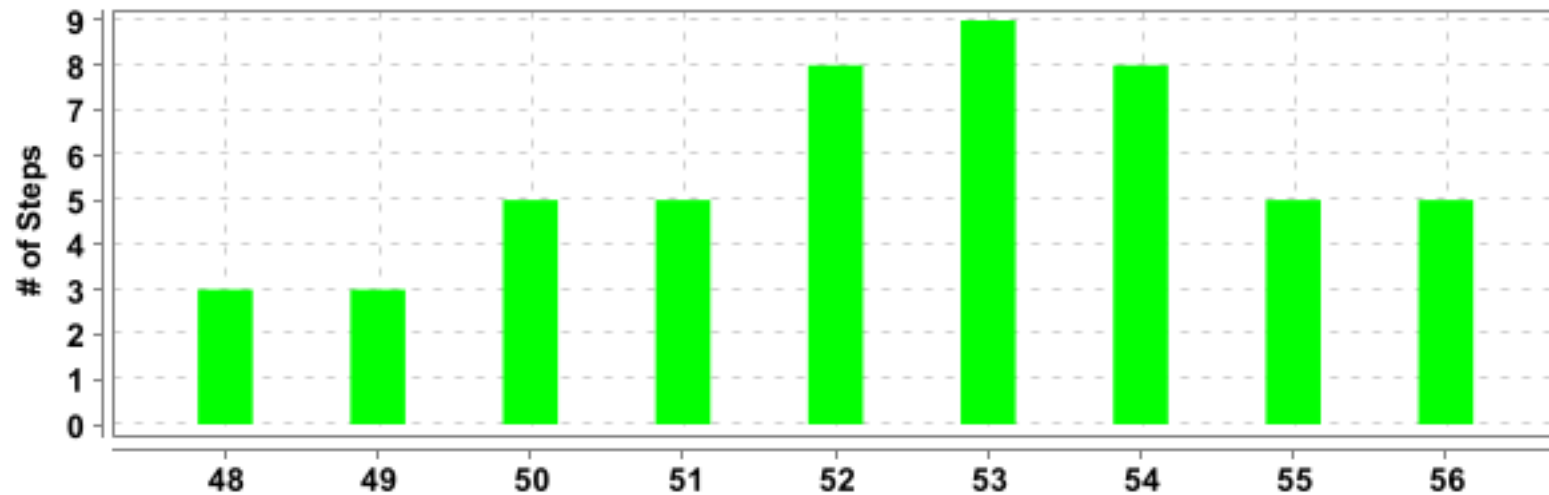
#	Feature Name	Scenario Name	T	P	F	S	Duration
48	Functionality	FT Test 8: Checking The Functionality Of The Odd Counter	3	3	0	0	1 m 0.201 s
49		FT Test 9: Checking The Functionality Of The Even Counter	3	3	0	0	56.329 s
50		FT Test 11: Checking The Functionality Of The Menu Button	5	5	0	0	1 m 7.260 s
51		FT Test 12: Checking The Functionality Of My Bets In The Menu	5	5	0	0	3 m 46.669 s
52		FT Test 13: Checking The Functionality Of Settled Round In My Bets In The Menu	8	8	0	0	2 m 25.882 s
53		FT Test 14: Checking The Functionality Of The Details Button In Settled Rounds	9	9	0	0	2 m 29.107 s
54		FT Test 15: Checking The Functionality Of Running Round In My Bets In The Menu	8	8	0	0	2 m 22.183 s
55		FT Test 16: Checking The Functionality Of Limits And Payouts In The Menu	5	5	0	0	1 m 5.401 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
56		FT Test 17: Checking The Functionality Of Help In The Menu	5	5	0	0	1 m 1.675 s
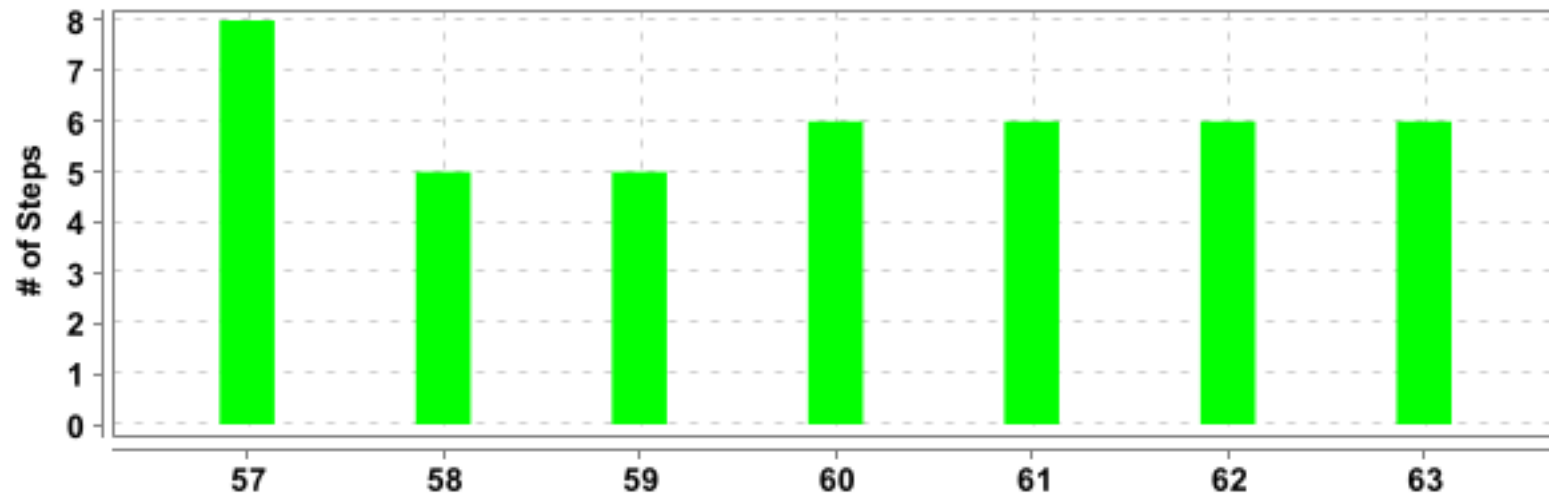
#	Feature Name	Scenario Name	T	P	F	S	Duration
57	Functionality	FT Test 18: Checking The Functionality On Each Category In The Menu	8	8	0	0	1 m 4.261 s
58		FT Test 19: Checking The Functionality Of Settings In The Menu	5	5	0	0	1 m 32.529 s
59		FT Test 21: Checking The Functionality Of The Switch Table Button	5	5	0	0	1 m 0.569 s
60		FT Test 22: Checking The Functionality After Selecting Other Table In The Switch Table	6	6	0	0	1 m 17.530 s
61		FT Test 23: Checking The Functionality After Selecting Other Product In The Switch Table	6	6	0	0	1 m 4.877 s
62		FT Test 24: Checking The Functionality After Seating On Other Live Products Table	6	6	0	0	1 m 6.007 s
63		FT Test 25: Checking The Functionality Of The Table Limit Button	6	6	0	0	1 m 20.910 s
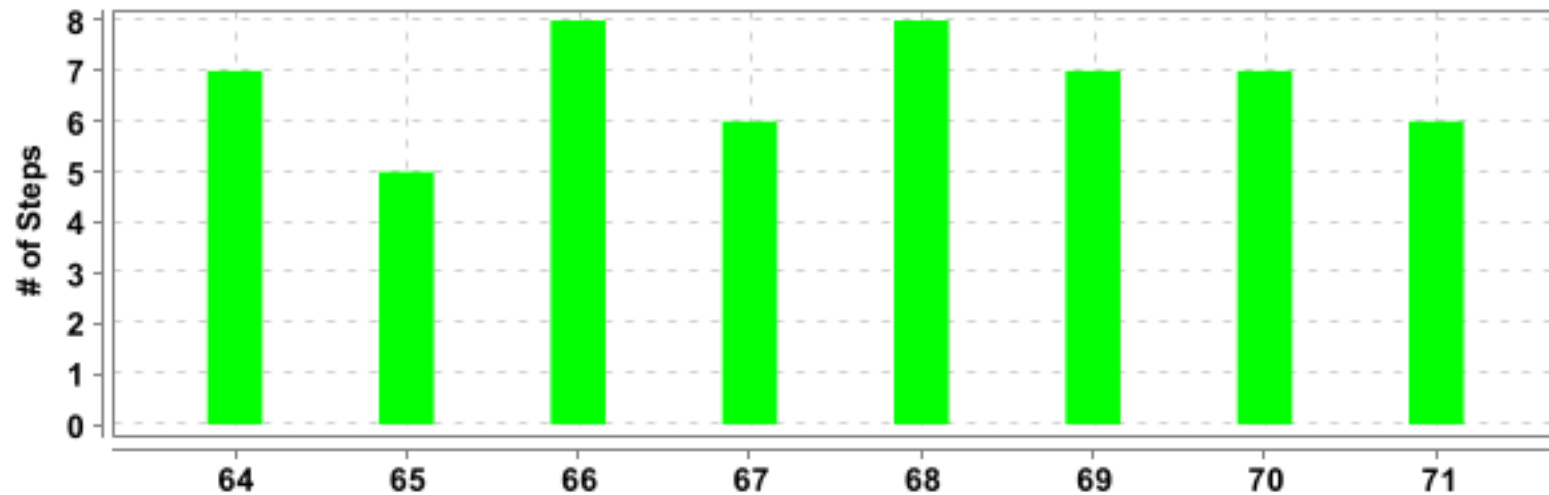
#	Feature Name	Scenario Name	T	P	F	S	Duration
64	Functionality	FT Test 26: Checking The Functionality After Selecting Other Table Limit	7	7	0	0	1 m 20.193 s
65		FT Test 27: Checking The Functionality Of The Statistics Button	5	5	0	0	1 m 11.134 s
66		FT Test 28: Checking The Functionality Of The Expand Shrink Button	8	8	0	0	1 m 46.932 s
67		FT Test 29: Checking The Functionality Of The Edit Chips Button	6	6	0	0	59.601 s
68		FT Test 30: Checking The Functionality After Changing Betting Chips	8	8	0	0	59.949 s
69		FT Test 31: Checking The Functionality Of The Save Button In Chip Settings	7	7	0	0	1 m 3.687 s
70		FT Test 32: Checking The Functionality Of The Undo Button	7	7	0	0	3 m 39.728 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
71		FT Test 33: Checking The Functionality Of Undo Button When Press And Hold	6	6	0	0	2 m 36.454 s
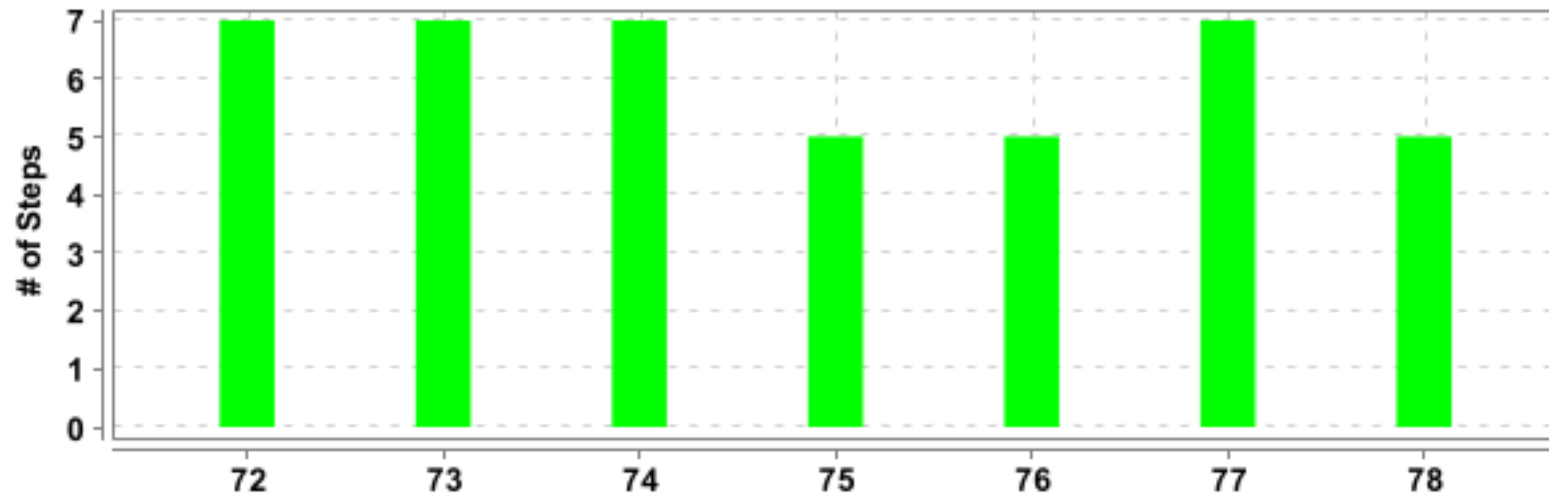
#	Feature Name	Scenario Name	T	P	F	S	Duration
72	Functionality	FT Test 34: Checking The Functionality Of The Confirm Button	7	7	0	0	3 m 6.471 s
73		FT Test 35: Checking The Functionality Of The Top up And Confirm Button	7	7	0	0	3 m 30.131 s
74		FT Test 36: Checking The Functionality Of The Switch Table When Betting In Multiple Tables	7	7	0	0	3 m 37.604 s
75		FT Test 37: Checking The Functionality Of The Betting Timer Once It Starts	5	5	0	0	1 m 46.666 s
76		FT Test 38: Checking The Functionality Of The Betting Timer Once It Ends	5	5	0	0	1 m 7.274 s
77		FT Test 39: Checking The Functionality Of The Double Button	7	7	0	0	2 m 8.973 s
78		FT Test 40: Checking The Functionality Of Total Balance After Confirming Any Bets	5	5	0	0	2 m 10.932 s
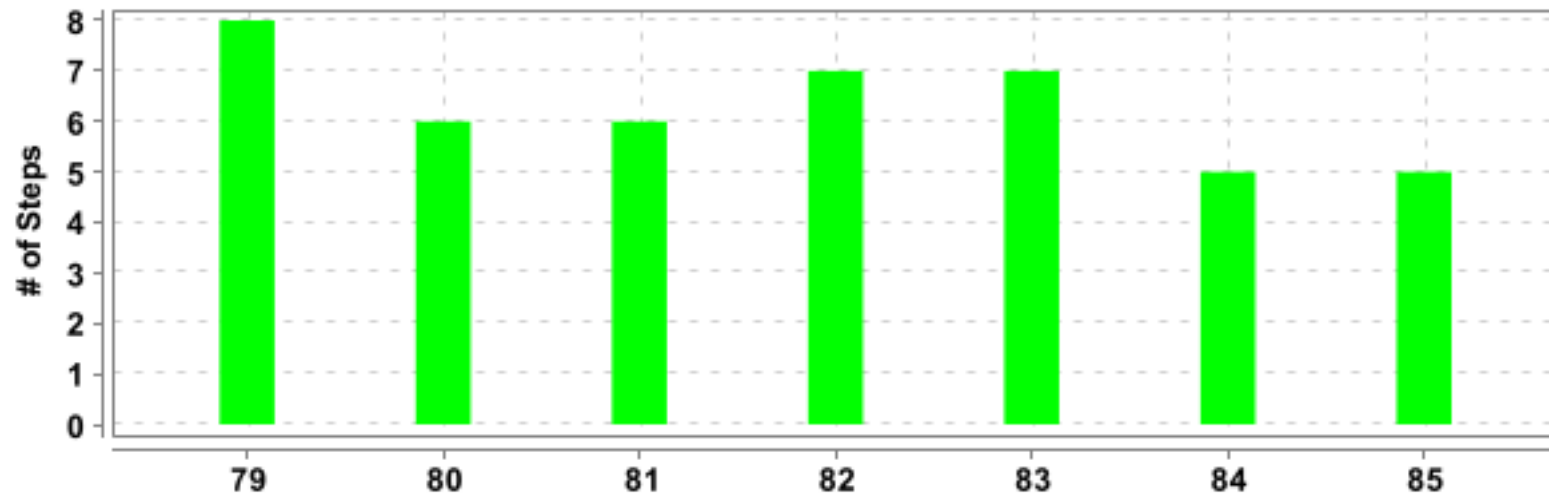
#	Feature Name	Scenario Name	T	P	F	S	Duration
79	Functionality	FT Test 41: Checking The Functionality Of Total Balance After Confirming And Doubling Bets	8	8	0	0	1 m 28.655 s
80		FT Test 42: Checking The Functionality Of Total Balance After Winning Round	6	6	0	0	3 m 49.184 s
81		FT Test 43: Checking The Functionality After Betting Timer Reaches Last 10 Seconds And Not Confirming	6	6	0	0	1 m 47.762 s
82		FT Test 44: Checking The Functionality Of The Confirm Button On Popup Message	7	7	0	0	3 m 1.024 s
83		FT Test 45: Checking The Functionality Of The Not Now Button On Popup Message	7	7	0	0	2 m 33.590 s
84		FT Test 46: Checking The Functionality Of The Back Button On Game	5	5	0	0	1 m 4.923 s
85		FT Test 47: Checking The Functionality Of The Round Result History	5	5	0	0	1 m 16.636 s
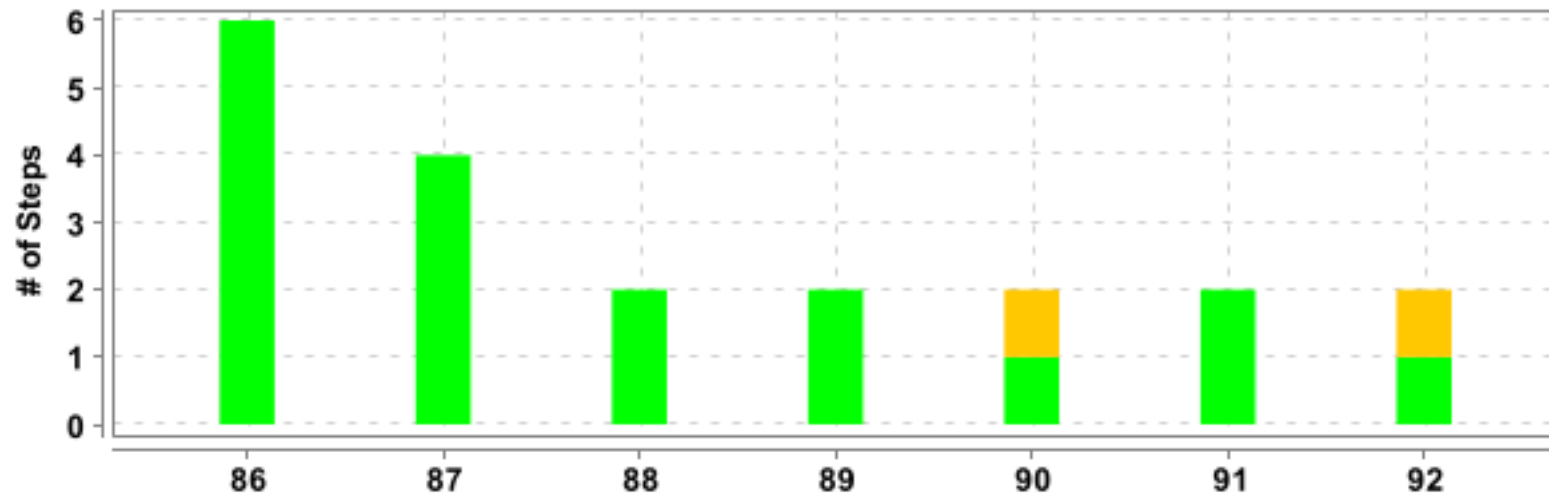
#	Feature Name	Scenario Name	T	P	F	S	Duration
86	Functionality	FT Test 48: Checking The Functionality After Increasing A Placed Bet	6	6	0	0	2 m 14.958 s
87	Result And Statistics	RS Fetch: Wait Until There Is A Round Result For Result And Statistics	4	4	0	0	65 m 55.161 s
88		RS Test 1: Checking The Data Displayed On Result Panel When Big Wins	2	2	0	0	2.754 s
89		RS Test 2: Checking The Data Displayed On Result Panel When Small Wins	2	2	0	0	2.645 s
90		RS Test 3: Checking The Data Displayed On Result Panel When Any Triple Wins	2	1	0	1	5.759 s
91		RS Test 1 Of 4: Checking The Big Percentage Displayed On Statistics	2	2	0	0	2.727 s
92		RS Test 2 Of 4: Checking The Any Triple Percentage Displayed On Statistics	2	1	0	1	2.454 s
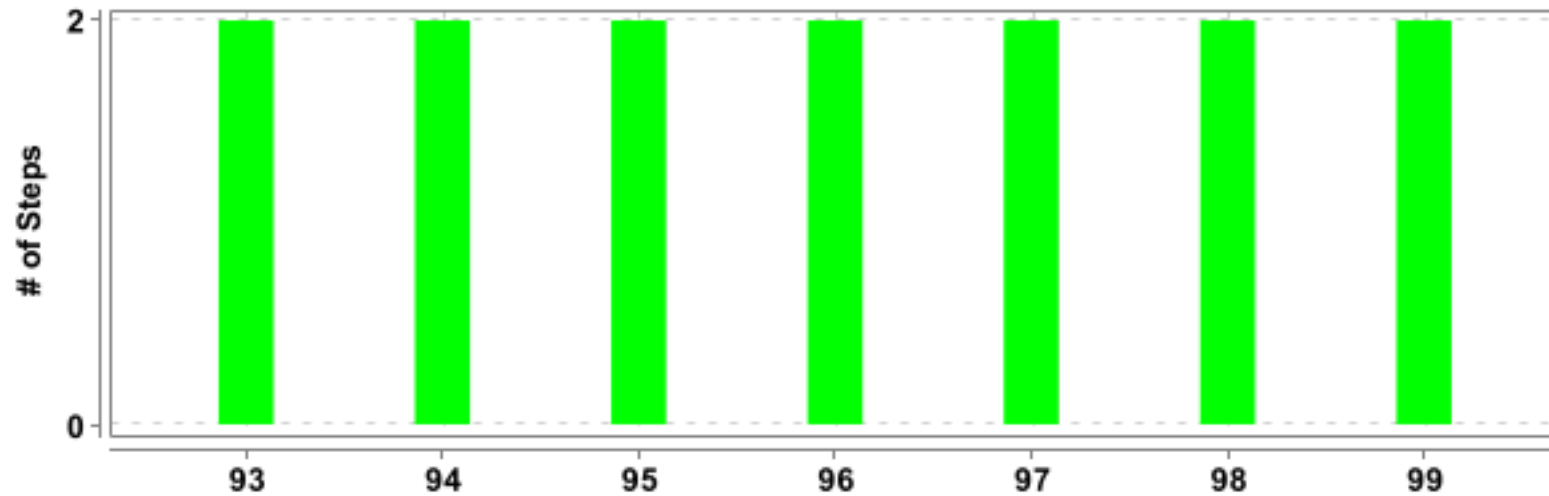
#	Feature Name	Scenario Name	T	P	F	S	Duration
93	Result And Statistics	RS Test 3 Of 4: Checking The Small Percentage Displayed On Statistics	2	2	0	0	5.063 s
94		RS Test 4 Of 4: Checking The Odd Percentage Displayed On Statistics	2	2	0	0	2.565 s
95		RS Test 5 Of 4: Checking The Even Percentage Displayed On Statistics	2	2	0	0	2.529 s
96		RS Test 6 Of 4: Checking The Dice 1 Percentage Displayed On Statistics	2	2	0	0	2.583 s
97		RS Test 7 Of 4: Checking The Dice 2 Percentage Displayed On Statistics	2	2	0	0	2.699 s
98		RS Test 8 Of 4: Checking The Dice 3 Percentage Displayed On Statistics	2	2	0	0	5.297 s
99		RS Test 9 Of 4: Checking The Dice 4 Percentage Displayed On Statistics	2	2	0	0	5.293 s
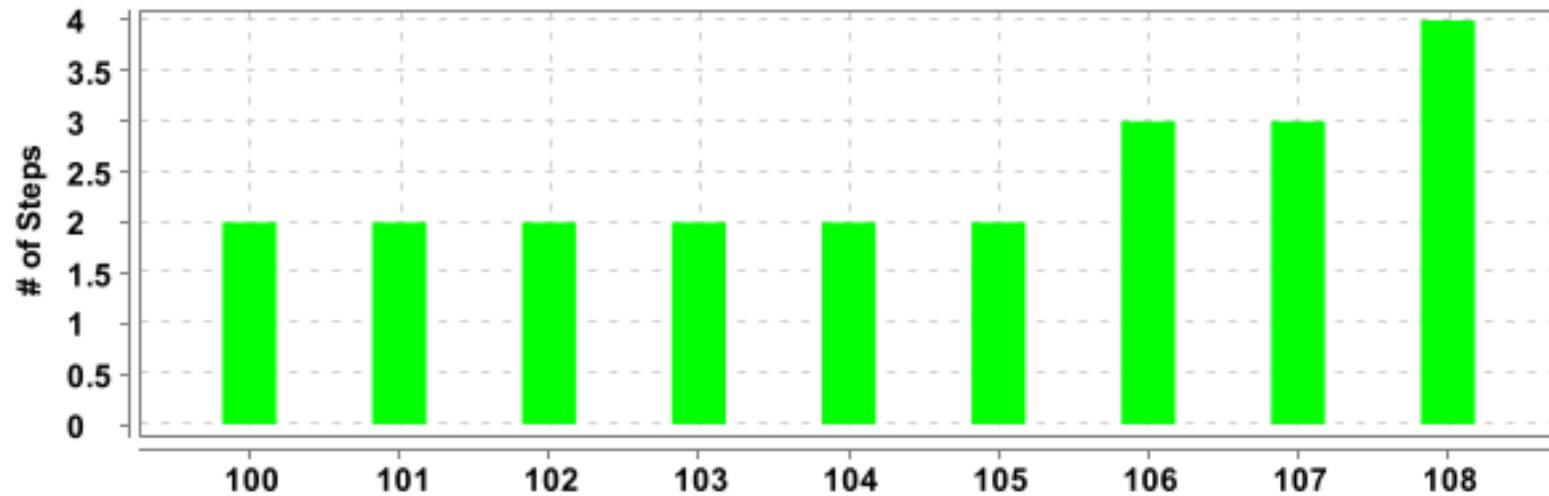
#	Feature Name	Scenario Name	T	P	F	S	Duration
10-0	Result And Statistics	RS Test 10 Of 4: Checking The Dice 5 Percentage Displayed On Statistics	2	2	0	0	2.507 s
10-1		RS Test 11 Of 4: Checking The Dice 6 Percentage Displayed On Statistics	2	2	0	0	2.687 s
10-2		RS Test 12 Of 4: Checking The Hot Numbers Displayed On Statistics If They Win	2	2	0	0	2.528 s
10-3		RS Test 13 Of 4: Checking The Cold Numbers Displayed On Statistics If They Did Not Win	2	2	0	0	2.560 s
10-4		RS Test 14 Of 4: Checking The Cold Numbers Displayed On Statistics If They Win	2	2	0	0	9.627 s
10-5	User Interface	UI Test 1: Checking The Thumbnail Of Live Sic Bo Revamp	2	2	0	0	29.932 s
10-6		UI Test 2: Launching Of Live Sic Bo Revamp	3	3	0	0	58.309 s
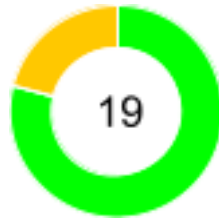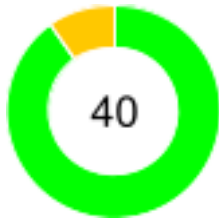
#	Feature Name	Scenario Name	T	P	F	S	Duration
10-7		*UI Test 3: Checking The UI Of Live Sic Bo Revamp Lobby*	3	3	0	0	56.044 s
10-8		*UI Test 4: Checking The UI Of Live Sic Bo Revamp During Betting Phase*	4	4	0	0	1 m 5.238 s
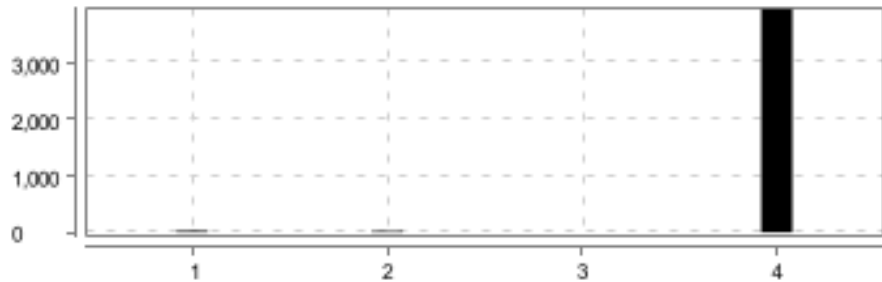
#	Feature Name	Scenario Name	T	P	F	S	Duration
10-9	User Interface	UI Test 5: Checking The UI Of Live Sic Bo Revamp During Dealing Phase	4	4	0	0	57.620 s
11-0		UI Test 6: Checking The Mapping Of Live Sic Bo Betting Options	4	4	0	0	59.606 s

Payout

SKIPPED	DURATION - 67 m 35.827 s	Scenarios Total - 19 Pass - 15 Fail - 0 Skip - 4	19	Steps Total - 40 Pass - 36 Fail - 0 Skip - 4	40
/ 9:34:12.541 AM // 10:41:48.368 AM /					
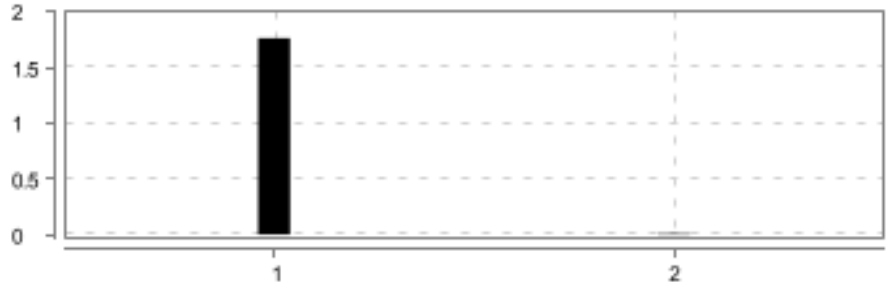
PO Fetch: Wait Until There Is A Round Result For Payout

PASSED	DURATION - 66 m 51.213 s		Steps Total - 4 Pass - 4 Fail - 0 Skip - 0	4
/ 9:34:12.546 AM // 10:41:03.759 AM /				
Payout				
@Payout @PayoutWait @Maintenance				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.618 s
2	When I Join Live Sic Bo Revamp	PASSED	25.902 s
3	And I Enter The Dealer Table	PASSED	1.086 s
4	Then I Place A Bet Until There Is A Round Result For All Payouts	PASSED	65 m 50.757 s
	Small Big Even Odd Any Triple Three Dice Total 4 & 17 Three Dice Total 5 & 16 Three Dice Total 6 & 15 Three Dice Total 7 & 14 Three Dice Total 8 & 13 Three Dice Total 9 & 12 Three Dice Total 10 & 11 1 To 1 On One Dice		
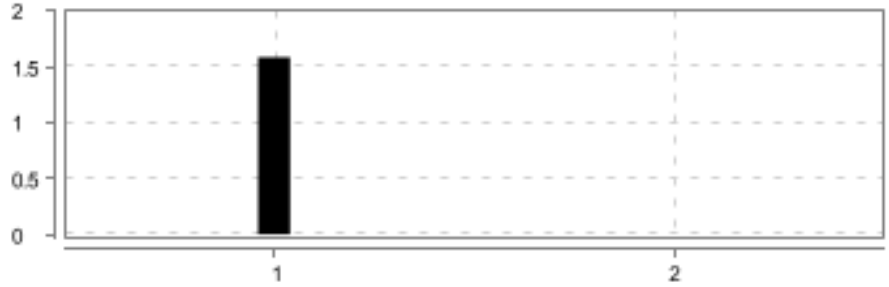
#	Step / Hook Details	Status	Duration
	2 To 1 On One Dice		
	3 To 1 On One Dice		
	Specific Triple		
	Two Dice Combo		
	Specific Double		

PO Test 1: Checking The Payout Calculation Of Small Betting Option

PASSED	DURATION - 2.707 s		Steps	
/ 10:41:03.772 AM // 10:41:06.479 AM /			Total - 2	
			Pass - 2	
Payout			Fail - 0	
			Skip - 0	
@Payout @PayoutTest1 @Maintenance				
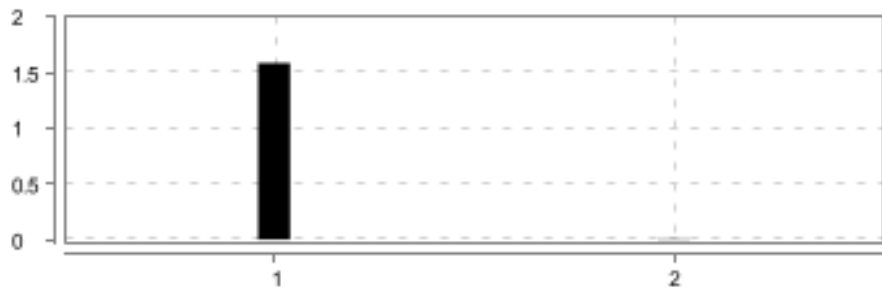
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.764 s
2	Then I Verify The Payout Calculation Of "Small" Betting Option	PASSED	0.008 s

PO Test 2: Checking The Payout Calculation Of Big Betting Option

PASSED	DURATION - 2.546 s		Steps	
/ 10:41:06.488 AM // 10:41:09.034 AM /			Total - 2	
			Pass - 2	
Payout			Fail - 0	
			Skip - 0	
@Payout @Maintenance @PayoutTest2				
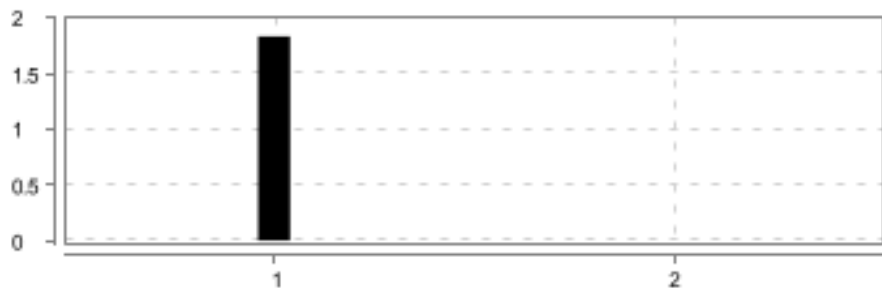
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.585 s
2	Then I Verify The Payout Calculation Of "Big" Betting Option	PASSED	0.001 s

PO Test 3: Checking The Payout Calculation Of Even Betting Option

PASSED	DURATION - 2.543 s	
/ 10:41:09.040 AM // 10:41:11.583 AM /		
Payout		
@Payout @PayoutTest3 @Maintenance		

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.587 s
2	Then I Verify The Payout Calculation Of "Even" Betting Option	PASSED	0.005 s

PO Test 4: Checking The Payout Calculation Of Odd Betting Option

PASSED	DURATION - 2.781 s	
/ 10:41:11.589 AM // 10:41:14.370 AM /		
Payout		
@Payout @PayoutTest4 @Maintenance		

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.837 s
2	Then I Verify The Payout Calculation Of "Odd" Betting Option	PASSED	0.001 s
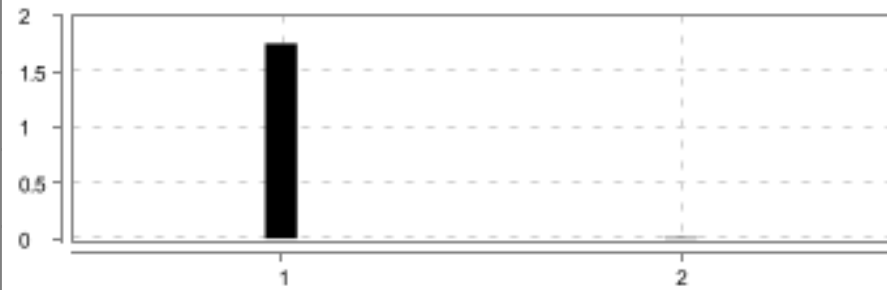
PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option

SKIPPED	DURATION - 2.555 s	
/ 10:41:14.378 AM // 10:41:16.933 AM /		
Payout		
@Payout @PayoutTest6 @Maintenance		

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.589 s
2	Then I Verify The Payout Calculation Of "Any Triple" Betting Option	SKIPPED	0.016 s

	org.testng.SkipException: No value present
	  at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)
	  at modules.Payout.PayoutWait.verify(PayoutWait.java:117)
	  at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:60)
	  at ?.I Verify The Payout Calculation Of "Any Triple" Betting Option(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%201/Payout.feature:52)
	Caused by: java.util.NoSuchElementException: No value present
	  at java.base/java.util.Optional.orElseThrow(Optional.java:377)
	  at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)
	  at modules.Payout.PayoutWait.verify(PayoutWait.java:117)
	  at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:60)
	  at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)
	  at java.base/java.lang.reflect.Method.invoke(Method.java:577)
	  at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)
	  at io.cucumber.java.Invoker.invoke(Invoker.java:24)
	  at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)
	  at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)
	  at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)
	  at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)
	  at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)
	  at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)
	  at io.cucumber.core.runner.TestStep.run(TestStep.java:57)
	  at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)
	  at io.cucumber.core.runner.TestCase.run(TestCase.java:95)
	  at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)
	  at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)
	  at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)
	  at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)
	  at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)
	  at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)
	  at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)
	  at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)
	  at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)
	  at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)
	  at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)
	  at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)
	  at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)
	  at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		

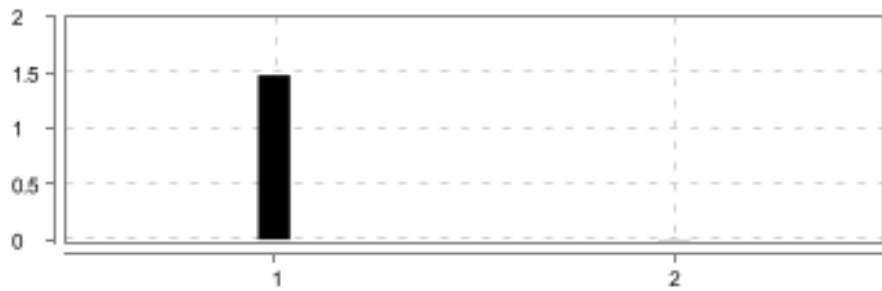| #	Step / Hook Details	Status	Duration
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
	* Not displayable characters are replaced by '?'.		

PO Test 7: Checking The Payout Calculation Of Three Dice Total 4 & 17 Betting Option
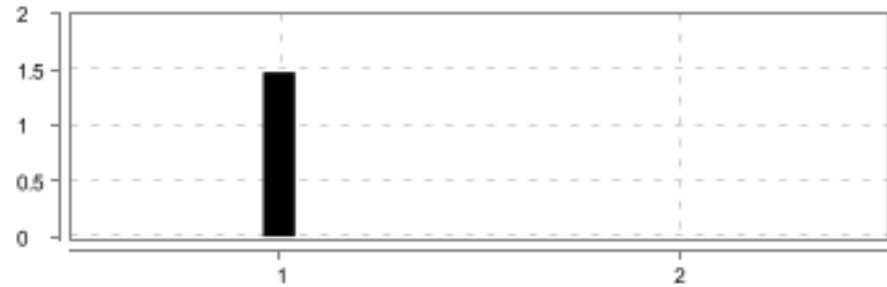
SKIPPED	DURATION - 2.686 s
/ 10:41:16.944 AM // 10:41:19.630 AM /	
Payout	
@PayoutTest7 @Payout @Maintenance	

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1

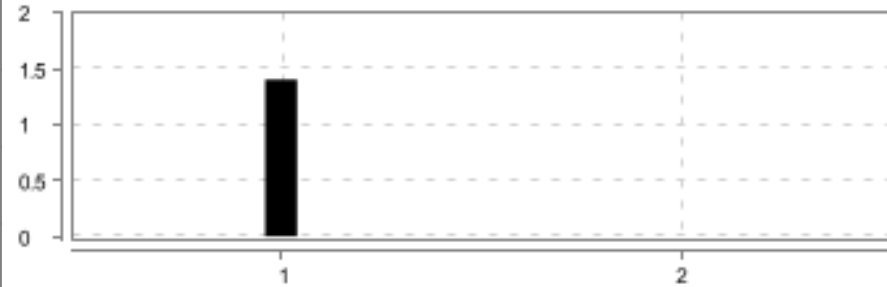| #	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.753 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 4 & 17" Betting Option	SKIPPED	0.010 s
	org.testng.SkipException: No value present		

#	Step / Hook Details	Status	Duration
	at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)		
	at modules.Payout.PayoutWait.verify(PayoutWait.java:117)		
	at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:61)		
	at ?.I Verify The Payout Calculation Of "Three Dice Total 4 & 17" Betting Option(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%201/Payout.feature:57)		
	Caused by: java.util.NoSuchElementException: No value present		
	at java.base/java.util.Optional.orElseThrow(Optional.java:377)		
	at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)		
	at modules.Payout.PayoutWait.verify(PayoutWait.java:117)		
	at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:61)		
	at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)		
	at java.base/java.lang.reflect.Method.invoke(Method.java:577)		
	at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)		
	at io.cucumber.java.Invoker.invoke(Invoker.java:24)		
	at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)		
	at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)		
	at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)		
	at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)		
	at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)		
	at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)		
	at io.cucumber.core.runner.TestStep.run(TestStep.java:57)		
	at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)		
	at io.cucumber.core.runner.TestCase.run(TestCase.java:95)		
	at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)		
	at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)		
	at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)		
	at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		

#	Step / Hook Details	Status	Duration
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
	* Not displayable characters are replaced by '?'.		

PO Test 8: Checking The Payout Calculation Of Three Dice Total 5 & 16 Betting Option

PASSED	DURATION - 2.341 s	Steps
/ 10:41:19.636 AM // 10:41:21.977 AM /		Total - 2
		Pass - 2
		Fail - 0
Payout		Skip - 0
@PayoutTest8 @Payout @Maintenance		

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.478 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 5 & 16" Betting Option	PASSED	0.001 s

PO Test 9: Checking The Payout Calculation Of Three Dice Total 6 & 15 Betting Option

PASSED	DURATION - 2.369 s
/ 10:41:21.981 AM // 10:41:24.350 AM /	
Payout	
@Payout @PayoutTest9 @Maintenance	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.477 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 6 & 15" Betting Option	PASSED	0.002 s

PO Test 10: Checking The Payout Calculation Of Three Dice Total 7 & 14 Betting Option

PASSED	DURATION - 2.260 s
/ 10:41:24.357 AM // 10:41:26.617 AM /	
Payout	
@Payout @PayoutTest10 @Maintenance	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.334 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 7 & 14" Betting Option	PASSED	0.002 s

PO Test 11: Checking The Payout Calculation Of Three Dice Total 8 & 13 Betting Option

PASSED	DURATION - 2.404 s
/ 10:41:26.624 AM // 10:41:29.028 AM /	
Payout	
@Payout @PayoutTest11 @Maintenance	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0
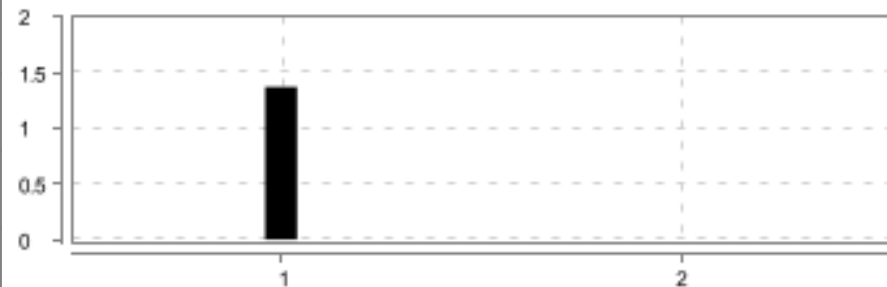
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.432 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 8 & 13" Betting Option	PASSED	0.001 s

PO Test 12: Checking The Payout Calculation Of Three Dice Total 9 & 12 Betting Option

PASSED	DURATION - 2.366 s		Steps	
/ 10:41:29.033 AM // 10:41:31.399 AM /			Total - 2	
Payout			Pass - 2	
			Fail - 0	
@Payout @PayoutTest12 @Maintenance			Skip - 0	
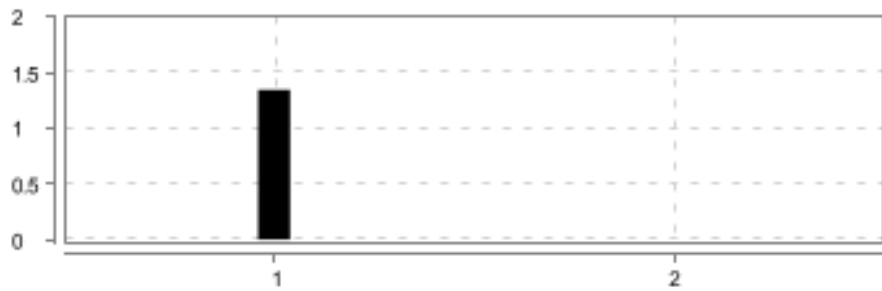
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.405 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 9 & 12" Betting Option	PASSED	0.001 s

PO Test 13: Checking The Payout Calculation Of Three Dice Total 10 & 11 Betting Option

PASSED	DURATION - 2.263 s		Steps	
/ 10:41:31.404 AM // 10:41:33.667 AM /			Total - 2	
Payout			Pass - 2	
			Fail - 0	
@Payout @PayoutTest13 @Maintenance			Skip - 0	
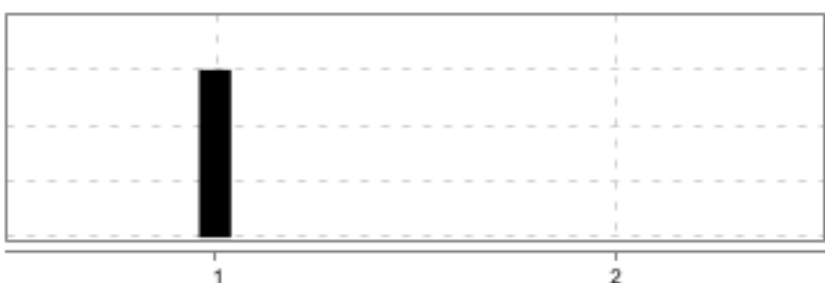
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.372 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 10 & 11" Betting Option	PASSED	0.001 s

PO Test 14: Checking The Payout Calculation Of 1 To 1 On One Dice Betting Option

PASSED	DURATION - 2.227 s
/ 10:41:33.674 AM // 10:41:35.901 AM /	
Payout	
@Payout @PayoutTest14 @Maintenance	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.347 s
2	Then I Verify The Payout Calculation Of "1 To 1 On One Dice" Betting Option	PASSED	0.001 s

PO Test 15: Checking The Payout Calculation Of 2 To 1 On One Dice Betting Option

PASSED	DURATION - 2.392 s
/ 10:41:35.906 AM // 10:41:38.298 AM /	
Payout	
@Payout @Maintenance @PayoutTest15	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.508 s
2	Then I Verify The Payout Calculation Of "2 To 1 On One Dice" Betting Option	PASSED	0.001 s
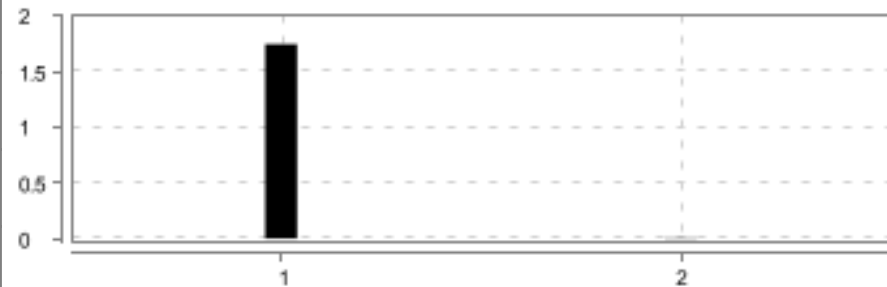
PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option

SKIPPED	DURATION - 2.490 s
/ 10:41:38.304 AM // 10:41:40.794 AM /	
Payout	
@PayoutTest16 @Payout @Maintenance	

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.560 s
2	Then I Verify The Payout Calculation Of "3 To 1 On One Dice" Betting Option	SKIPPED	0.002 s

	org.testng.SkipException: No value present
	   at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)
	   at modules.Payout.PayoutWait.verify(PayoutWait.java:117)
	   at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:70)
	   at ?.I Verify The Payout Calculation Of "3 To 1 On One Dice" Betting Option(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%201/Payout.feature:102)
	Caused by: java.util.NoSuchElementException: No value present
	   at java.base/java.util.Optional.orElseThrow(Optional.java:377)
	   at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)
	   at modules.Payout.PayoutWait.verify(PayoutWait.java:117)
	   at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:70)
	   at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)
	   at java.base/java.lang.reflect.Method.invoke(Method.java:577)
	   at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)
	   at io.cucumber.java.Invoker.invoke(Invoker.java:24)
	   at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)
	   at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)
	   at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)
	   at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)
	   at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)
	   at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)
	   at io.cucumber.core.runner.TestStep.run(TestStep.java:57)
	   at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)
	   at io.cucumber.core.runner.TestCase.run(TestCase.java:95)
	   at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)
	   at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)
	   at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)
	   at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)
	   at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)
	   at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)
	   at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)
	   at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)
	   at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)
	   at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)
	   at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)
	   at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)
	   at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)
	   at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		

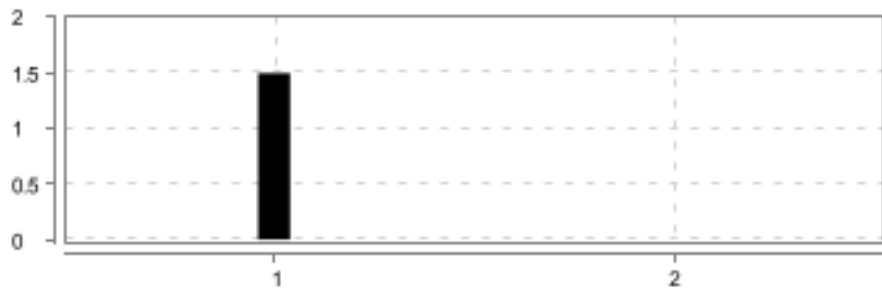| #	Step / Hook Details	Status	Duration
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
	* Not displayable characters are replaced by '?'.		

PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option
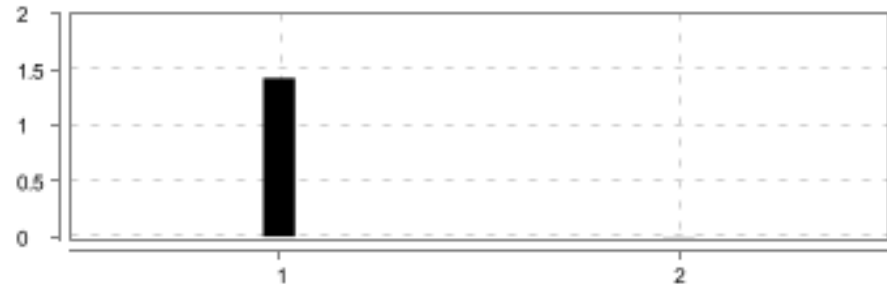
SKIPPED	DURATION - 2.638 s

/ 10:41:40.800 AM // 10:41:43.438 AM /

Payout

@PayoutTest17 @Payout @Maintenance

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1

2

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.747 s
2	Then I Verify The Payout Calculation Of "Specific Triple" Betting Option	SKIPPED	0.005 s
	org.testng.SkipException: No value present		

#	Step / Hook Details	Status	Duration
	at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)		
	at modules.Payout.PayoutWait.verify(PayoutWait.java:117)		
	at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:71)		
	at ?.I Verify The Payout Calculation Of "Specific Triple" Betting Option(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%201/Payout.feature:107)		
	Caused by: java.util.NoSuchElementException: No value present		
	at java.base/java.util.Optional.orElseThrow(Optional.java:377)		
	at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)		
	at modules.Payout.PayoutWait.verify(PayoutWait.java:117)		
	at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:71)		
	at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)		
	at java.base/java.lang.reflect.Method.invoke(Method.java:577)		
	at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)		
	at io.cucumber.java.Invoker.invoke(Invoker.java:24)		
	at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)		
	at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)		
	at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)		
	at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)		
	at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)		
	at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)		
	at io.cucumber.core.runner.TestStep.run(TestStep.java:57)		
	at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)		
	at io.cucumber.core.runner.TestCase.run(TestCase.java:95)		
	at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)		
	at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)		
	at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)		
	at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		

#	Step / Hook Details	Status	Duration
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
	* Not displayable characters are replaced by '?'.		

PO Test 18: Checking The Payout Calculation Of Two Dice Combo Betting Option

PASSED	DURATION - 2.462 s		
/ 10:41:43.450 AM // 10:41:45.912 AM /			
Payout			
@PayoutTest18 @Payout @Maintenance			

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

2

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.424 s
2	Then I Verify The Payout Calculation Of "Two Dice Combo" Betting Option	PASSED	0.002 s

PO Test 19: Checking The Payout Calculation Of Specific Double Betting Option
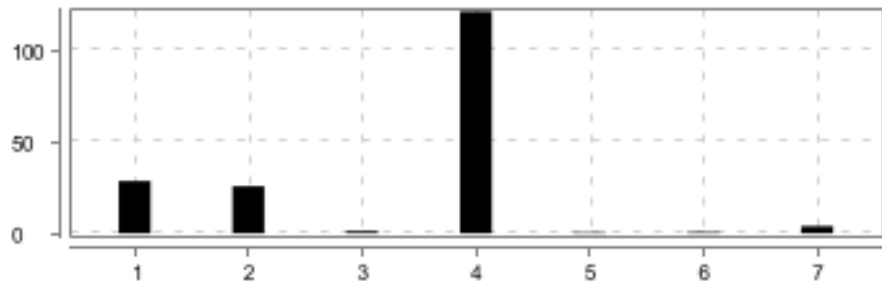
PASSED	DURATION - 2.450 s
/ 10:41:45.918 AM // 10:41:48.368 AM /	
Payout	
@Payout @PayoutTest19 @Maintenance	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.496 s
2	Then I Verify The Payout Calculation Of "Specific Double" Betting Option	PASSED	0.001 s

Bet Information

PASSED	DURATION - 10 m 57.066 s
/ 10:41:48.378 AM // 10:52:45.444 AM /	

Scenarios
Total - 3
Pass - 3
Fail - 0
Skip - 0

Steps
Total - 21
Pass - 21
Fail - 0
Skip - 0
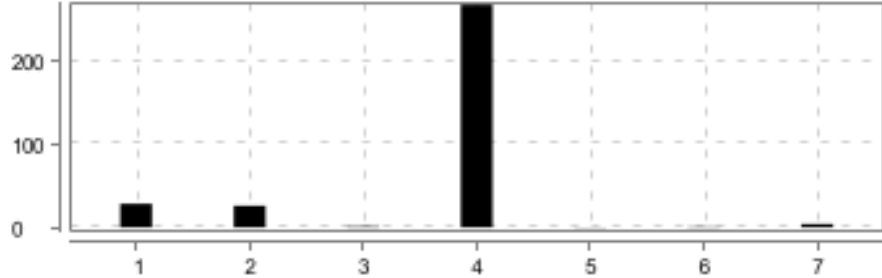
BI Test 1: Checking Bet Information With Win Result

PASSED	DURATION - 3 m 3.109 s
/ 10:41:48.378 AM // 10:44:51.487 AM /	
Bet Information	
@BetInformationTest1 @BetInformation @Maintenance	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.639 s
2	And I Join Live Sic Bo Revamp	PASSED	25.785 s
3	And I Enter The Dealer Table	PASSED	1.299 s
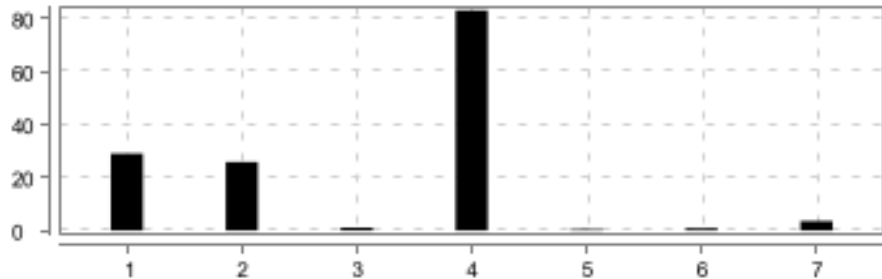
#	Step / Hook Details	Status	Duration
4	When I Place Bet On Any Betting Option Until "Win"	PASSED	2 m 1.354 s
5	And I Go To My Bets On The Menu	PASSED	0.455 s
6	And I Click Bet Details	PASSED	0.761 s
7	Then I Verify The Bet Details Information With "Win Result"	PASSED	3.898 s

BI Test 2: Checking Bet Information With Lose Result

PASSED	DURATION - 5 m 28.831 s
/ 10:44:51.492 AM // 10:50:20.323 AM /	
Bet Information	
@BetInformationTest2 @BetInformation @Maintenance	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.348 s
2	And I Join Live Sic Bo Revamp	PASSED	25.804 s
3	And I Enter The Dealer Table	PASSED	1.312 s
4	When I Place Bet On Any Betting Option Until "Lose"	PASSED	4 m 27.089 s
5	And I Go To My Bets On The Menu	PASSED	0.452 s
6	And I Click Bet Details	PASSED	0.912 s
7	Then I Verify The Bet Details Information With "Lose Result"	PASSED	3.934 s

BI Test 3: Checking Bet Information With Multiple Bets

PASSED	DURATION - 2 m 25.114 s
/ 10:50:20.330 AM // 10:52:45.444 AM /	
Bet Information	
@BetInformationTest3 @BetInformation @Maintenance	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.032 s
2	And I Join Live Sic Bo Revamp	PASSED	25.888 s
3	And I Enter The Dealer Table	PASSED	1.059 s
4	When I Place Bet On Any Betting Option Until "Round Complete"	PASSED	1 m 23.183 s
5	And I Go To My Bets On The Menu	PASSED	0.446 s
6	And I Click Bet Details	PASSED	0.904 s
7	Then I Verify The Bet Details Information With "Multiple Bets"	PASSED	3.543 s

Gameplay
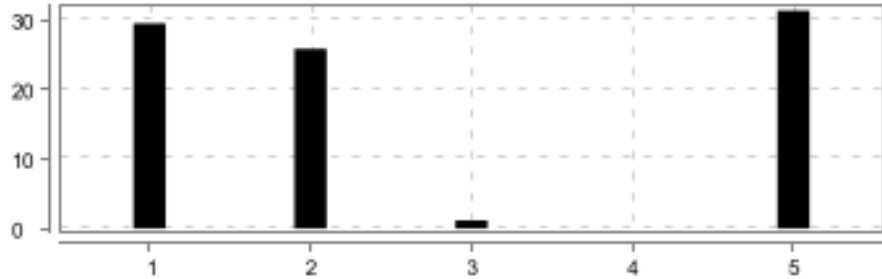
PASSED	DURATION - 61 m 57.585 s	Scenarios		Steps	
/ 10:52:45.458 AM // 11:54:43.043 AM /		Total - 18	18	Total - 93	93
		Pass - 18		Pass - 93	
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

GP Test 1: Checking The Behavior Of The Game After Joining Table

PASSED	DURATION - 1 m 3.034 s		Steps	
/ 10:52:45.458 AM // 10:53:48.492 AM /			Total - 4	4
Gameplay			Pass - 4	
			Fail - 0	
@GameplayTest1 @Gameplay @Maintenance			Skip - 0	
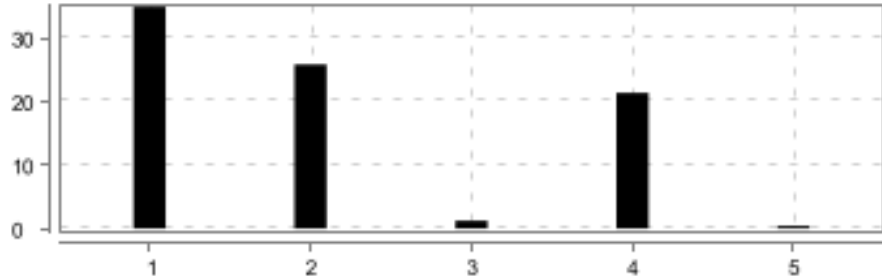
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	34.781 s
2	And I Join Live Sic Bo Revamp	PASSED	25.791 s
3	When I Enter The Dealer Table	PASSED	1.171 s
4	Then Verify "The Behavior Of The Game After Joining Table"	PASSED	0.295 s

GP Test 4: Checking The Behavior Of Chips After Clicking On Each Chips

PASSED	DURATION - 1 m 28.958 s			
/ 10:53:48.498 AM // 10:55:17.456 AM /				
Gameplay				
@Gameplay @Maintenance @GameplayTest4				

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
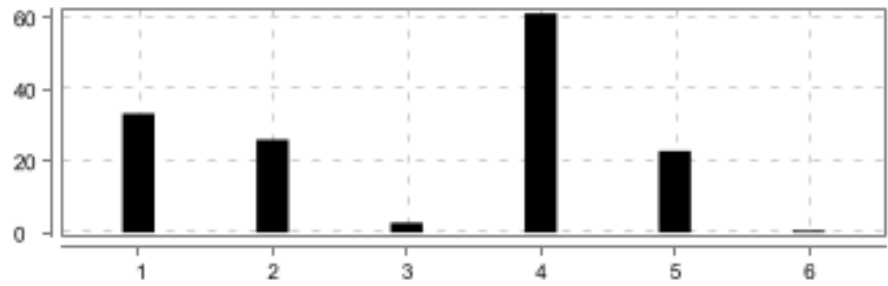
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.528 s
2	And I Join Live Sic Bo Revamp	PASSED	25.839 s
3	When I Enter The Dealer Table	PASSED	1.156 s
4	And Click "On Each Chip"	PASSED	0.000 s
5	Then Verify "The Behavior Of Chips After Clicking On Each Chips"	PASSED	31.355 s

GP Test 5: Checking The Behavior Of The Game When Placed Bet On Any Betting Option

PASSED	DURATION - 1 m 24.713 s			
/ 10:55:17.462 AM // 10:56:42.175 AM /				
Gameplay				
@GameplayTest5 @Gameplay @Maintenance				

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
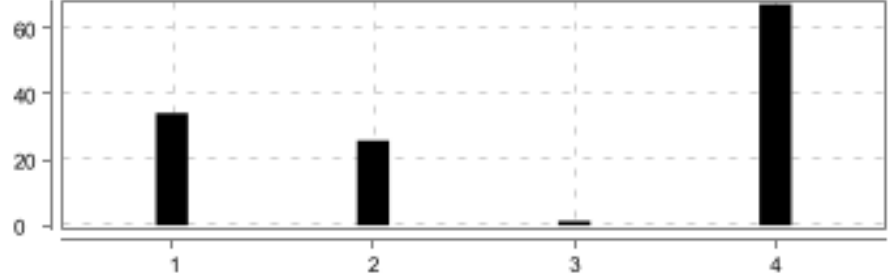
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	34.916 s
2	And I Join Live Sic Bo Revamp	PASSED	25.827 s
3	When I Enter The Dealer Table	PASSED	1.237 s
4	And Place "A Bet On Any Betting Options"	PASSED	21.323 s
5	Then Verify "The Behavior Of The Game When Placed Bet On Any Betting Option"	PASSED	0.393 s

GP Test 6: Checking The Behavior Of The Game When Placed Bet And Did Not Confirm Until Less Than 10 Seconds

PASSED	DURATION - 2 m 27.210 s
/ 10:56:42.183 AM // 10:59:09.393 AM /	
Gameplay	
@GameplayTest6 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0
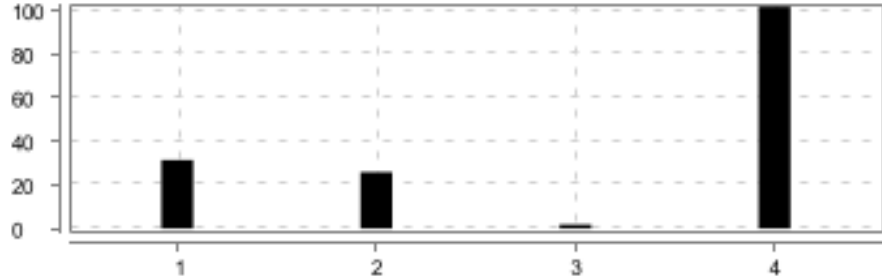
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	33.210 s
2	And I Join Live Sic Bo Revamp	PASSED	25.922 s
3	When I Enter The Dealer Table	PASSED	2.698 s
4	And Place "A Bet On Any Betting Options"	PASSED	1 m 1.084 s
5	And Wait "Until Timer Less Than Ten Seconds"	PASSED	22.749 s
6	Then Verify "The Behavior Of The Game When Placed Bet And Did Not Confirm Until Less Than 10 Seconds"	PASSED	0.561 s

GP Test 7: Checking The Behavior Of The Game After A Round

PASSED	DURATION - 2 m 9.719 s
/ 10:59:09.399 AM // 11:01:19.118 AM /	
Gameplay	
@GameplayTest7 @Gameplay @Maintenance	

Steps
Total - 4
Pass - 4
Fail - 0
Skip - 0
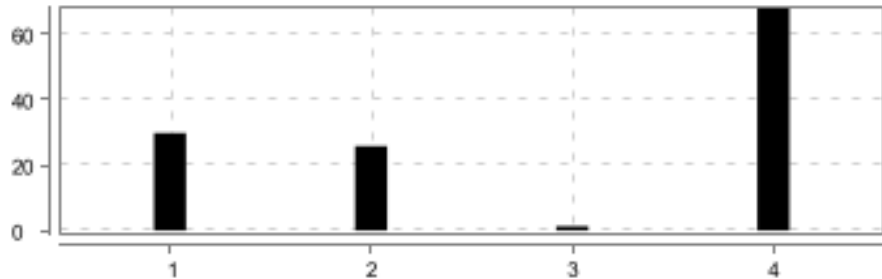
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	34.219 s
2	And I Join Live Sic Bo Revamp	PASSED	25.865 s
3	When I Enter The Dealer Table	PASSED	1.311 s
4	Then Verify "The Behavior Of The Game After A Round"	PASSED	1 m 7.364 s

GP Test 8: Checking The Behavior Of The Game After Joining Table With Betting Phase Open

PASSED	DURATION - 2 m 41.591 s		Steps
/ 11:01:19.122 AM // 11:04:00.713 AM /			Total - 4
			Pass - 4
Gameplay			Fail - 0
			Skip - 0
@GameplayTest8 @Gameplay @Maintenance			4
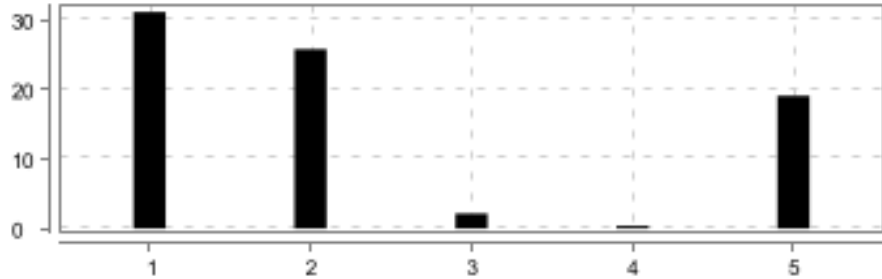
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.359 s
2	And I Join Live Sic Bo Revamp	PASSED	25.843 s
3	When I Enter The Dealer Table	PASSED	1.788 s
4	Then Verify "The Behavior Of The Game After Joining Table With Betting Phase Close"	PASSED	1 m 41.622 s

GP Test 9: Checking The Behavior Of The Game After Joining Table With Betting Phase Close

PASSED	DURATION - 2 m 5.896 s		Steps
/ 11:04:00.718 AM // 11:06:06.614 AM /			Total - 4
			Pass - 4
Gameplay			Fail - 0
			Skip - 0
@GameplayTest9 @Gameplay @Maintenance			4
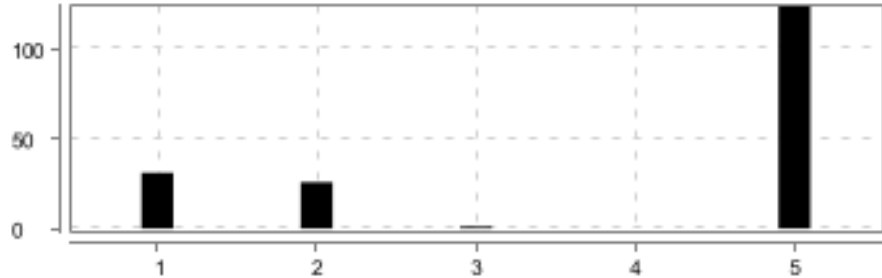
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.807 s
2	And I Join Live Sic Bo Revamp	PASSED	25.869 s
3	When I Enter The Dealer Table	PASSED	1.344 s
4	Then Verify "The Behavior Of The Game After Joining Table With Betting Phase Open"	PASSED	1 m 7.902 s

GP Test 10: Checking The Behavior Of The Game When New Round Is Started

PASSED	DURATION - 1 m 19.558 s
/ 11:06:06.622 AM // 11:07:26.180 AM /	
Gameplay	
@GameplayTest10 @Gameplay @Maintenance	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
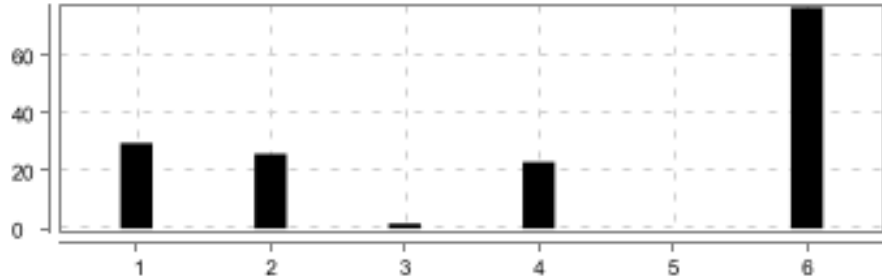
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.166 s
2	And I Join Live Sic Bo Revamp	PASSED	25.815 s
3	When I Enter The Dealer Table	PASSED	2.152 s
4	And Wait "Until New Round Starts"	PASSED	0.397 s
5	Then Verify "The Behavior Of The Game When New Round Is Started"	PASSED	19.109 s

GP Test 11: Checking The Behavior Of The Game When Placed Bet On Each Betting Options

PASSED	DURATION - 3 m 2.663 s
/ 11:07:26.185 AM // 11:10:28.848 AM /	
Gameplay	
@GameplayTest11 @Gameplay @Maintenance	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
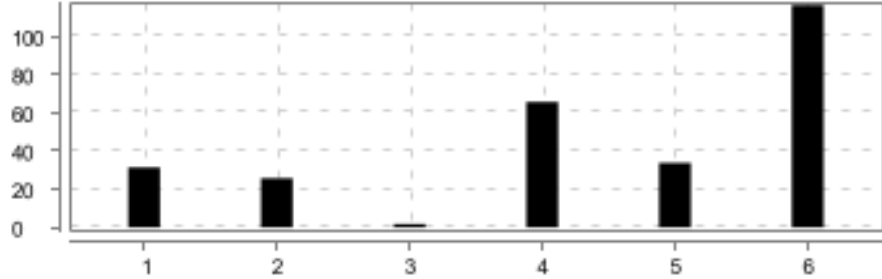
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.053 s
2	And I Join Live Sic Bo Revamp	PASSED	25.770 s
3	When I Enter The Dealer Table	PASSED	1.129 s
4	And Place "A Bet On Each Betting Option"	PASSED	0.001 s
5	Then Verify "The Behavior Of The Game When Placed Bet On Each Betting Options"	PASSED	2 m 3.781 s

GP Test 12: Checking The Behavior Of The Game When Confirmed Bet Then Place And Confirm Bet Again

PASSED	DURATION - 2 m 37.683 s
/ 11:10:28.853 AM // 11:13:06.536 AM /	
Gameplay	
@GameplayTest12 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
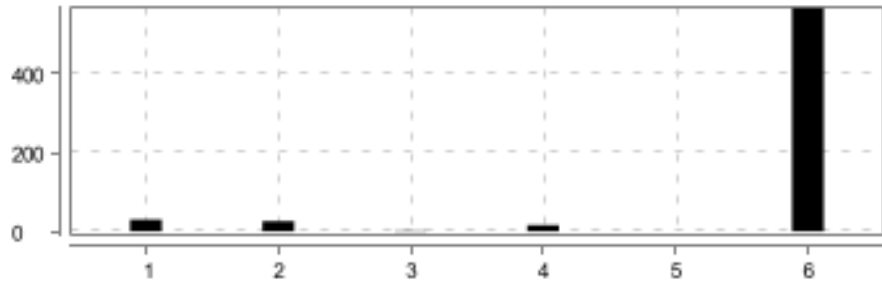
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.614 s
2	And I Join Live Sic Bo Revamp	PASSED	25.821 s
3	When I Enter The Dealer Table	PASSED	1.653 s
4	And Place "And Confirm Any Betting Options"	PASSED	23.070 s
5	And Place "And Confirm Bet Again"	PASSED	0.001 s
6	Then Verify "The Behavior Of The Game When Confirmed Bet Then Place And Confirm Bet Again"	PASSED	1 m 16.582 s

GP Test 13: Checking The Behavior Of The Game When Wins Round

PASSED	DURATION - 4 m 35.850 s
/ 11:13:06.542 AM // 11:17:42.392 AM /	
Gameplay	
@GameplayTest13 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
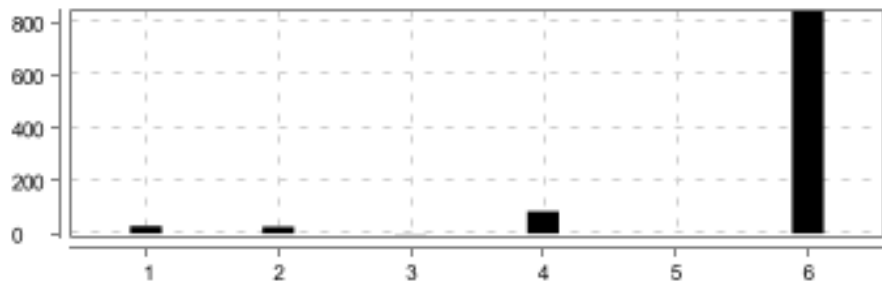
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.461 s
2	And I Join Live Sic Bo Revamp	PASSED	25.777 s
3	When I Enter The Dealer Table	PASSED	1.696 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 5.728 s
5	And Wait "Until Bet Wins"	PASSED	33.835 s
6	Then Verify "The Behavior Of The Game When Wins Round"	PASSED	1 m 56.394 s

GP Test 14: Checking The Behavior Of The Game When Did Not Bet For 8 Rounds

PASSED	DURATION - 10 m 39.119 s
/ 11:17:42.397 AM // 11:28:21.516 AM /	
Gameplay	
@GameplayTest14 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0
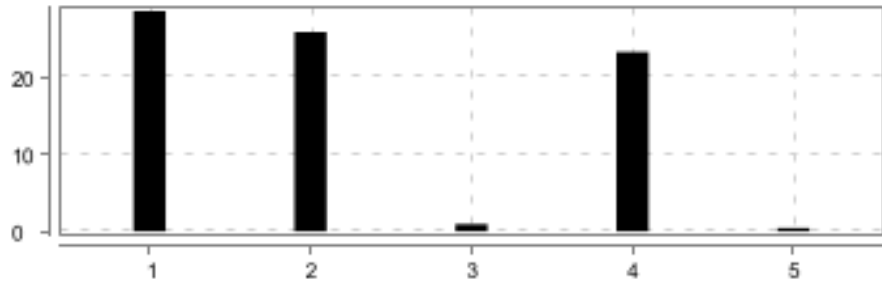
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.644 s
2	And I Join Live Sic Bo Revamp	PASSED	25.777 s
3	When I Enter The Dealer Table	PASSED	1.375 s
4	And Place "And Confirm Any Betting Options"	PASSED	15.595 s
5	And Do "Not Bet For 8 Consecutive Rounds"	PASSED	0.000 s
6	Then Verify "The Behavior Of The Game When Did Not Bet For 8 Rounds"	PASSED	9 m 25.741 s

GP Test 15: Checking The Behavior Of The Game When Did Not Bet For 9 Rounds

PASSED	DURATION - 16 m 22.586 s
/ 11:28:21.522 AM // 11:44:44.108 AM /	
Gameplay	
@GameplayTest15 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0
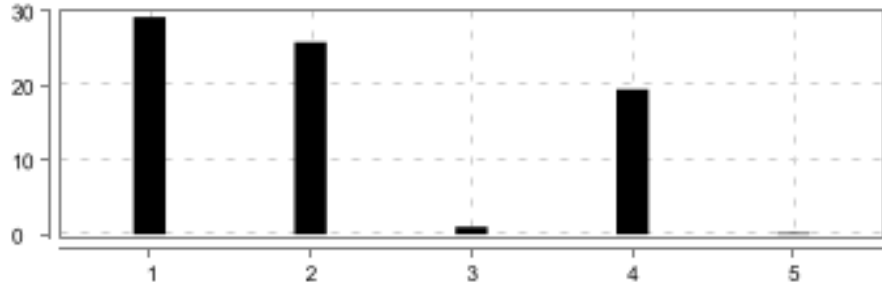
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.347 s
2	And I Join Live Sic Bo Revamp	PASSED	25.860 s
3	When I Enter The Dealer Table	PASSED	1.082 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 23.513 s
5	And Do "Not Bet For 9 Consecutive Rounds"	PASSED	0.000 s
6	Then Verify "The Behavior Of The Game When Did Not Bet For 9 Rounds"	PASSED	14 m 2.789 s

GP Test 16: Checking The Behavior Of The Game When Placed Bet That Exceed Maximum Limit

PASSED	DURATION - 1 m 20.112 s
/ 11:44:44.114 AM // 11:46:04.226 AM /	
Gameplay	
@GameplayTest16 @Gameplay @Maintenance	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.605 s
2	And I Join Live Sic Bo Revamp	PASSED	25.889 s
3	When I Enter The Dealer Table	PASSED	0.948 s
4	And Place "A Bet That Exceeds Maximum Bet"	PASSED	23.280 s
5	Then Verify "The Behavior Of The Game When Placed Bet That Exceed Maximum Limit"	PASSED	0.431 s
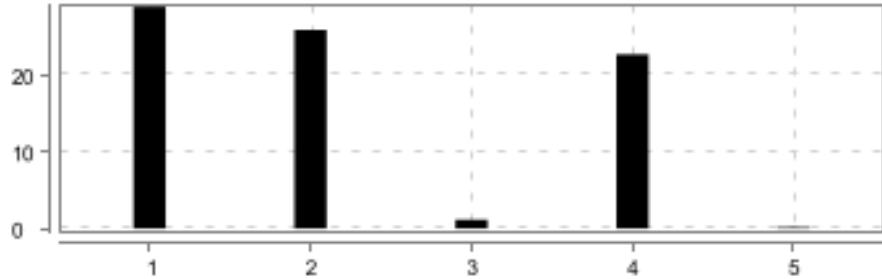
GP Test 17: Checking The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options

PASSED	DURATION - 1 m 16.623 s
/ 11:46:04.231 AM // 11:47:20.854 AM /	
Gameplay	
@GameplayTest17 @Gameplay @Maintenance	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.192 s
2	And I Join Live Sic Bo Revamp	PASSED	25.804 s
3	When I Enter The Dealer Table	PASSED	1.021 s
4	And Place "A Minimum Bet On Any Betting Options"	PASSED	19.483 s
5	Then Verify "The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options"	PASSED	0.157 s
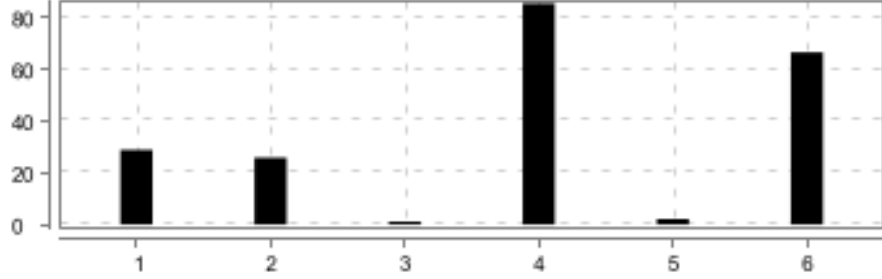
GP Test 18: Checking The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options

PASSED	DURATION - 1 m 19.801 s		Steps
/ 11:47:20.859 AM // 11:48:40.660 AM /			Total - 5
			Pass - 5
Gameplay			Fail - 0
			Skip - 0
@GameplayTest18 @Gameplay @Maintenance			
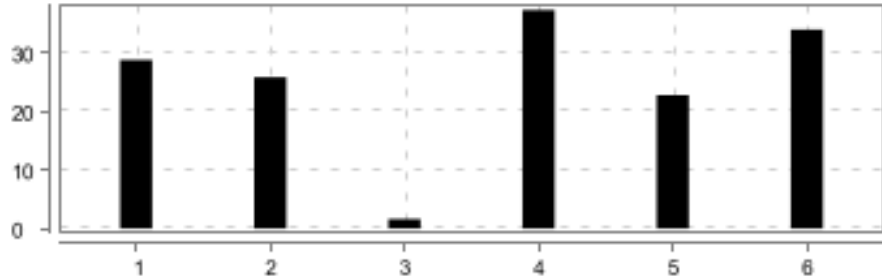
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.900 s
2	And I Join Live Sic Bo Revamp	PASSED	25.885 s
3	When I Enter The Dealer Table	PASSED	1.167 s
4	And Place "A Maximum Bet On Any Betting Options"	PASSED	22.721 s
5	Then Verify "The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options"	PASSED	0.189 s

GP Test 19: Checking The Behavior Of The Game When Click Back Button While Confirmed Bet

PASSED	DURATION - 3 m 30.996 s		Steps
/ 11:48:40.665 AM // 11:52:11.661 AM /			Total - 6
			Pass - 6
Gameplay			Fail - 0
			Skip - 0
@GameplayTest19 @Gameplay @Maintenance			

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.875 s
2	And I Join Live Sic Bo Revamp	PASSED	25.846 s
3	When I Enter The Dealer Table	PASSED	1.098 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 25.451 s
5	And Click "The Back Button"	PASSED	2.193 s
6	Then Verify "The Behavior Of The Game When Click Back Button While Confirmed Bet"	PASSED	1 m 6.628 s

GP Test 29: Checking The Behavior Of The Game When Placed Minimum Bet On Any Betting Options
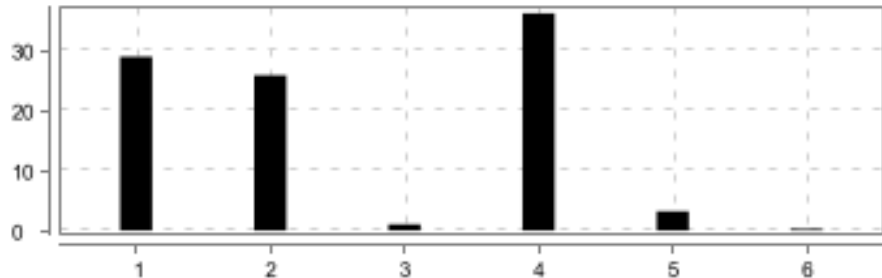
PASSED	DURATION - 2 m 31.377 s
/ 11:52:11.666 AM // 11:54:43.043 AM /	
Gameplay	
@GameplayTest29 @Gameplay @Maintenance	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.784 s
2	And I Join Live Sic Bo Revamp	PASSED	25.826 s
3	When Enter "The Dealer Table With High Minimum Limit"	PASSED	1.632 s
4	And Place "A Bet On Any Betting Options"	PASSED	37.303 s
5	And Wait "Until Timer Less Than Ten Seconds"	PASSED	22.794 s
6	Then Verify "The Behavior Of The Game When Placed Minimum Bet On Any Betting Options"	PASSED	34.007 s

Functionality
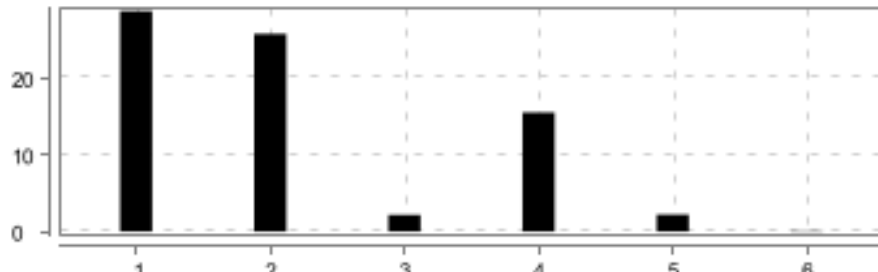
PASSED	DURATION - 81 m 19.535 s
/ 11:54:43.068 AM // 1:16:02.603 PM /	

Scenarios
Total - 46
Pass - 46
Fail - 0
Skip - 0

46

Steps
Total - 269
Pass - 269
Fail - 0
Skip - 0

269

FT Test 1: Checking The Previous Results Displayed On The Game Lobby

PASSED	DURATION - 1 m 36.450 s
/ 11:54:43.068 AM // 11:56:19.518 AM /	
Functionality	
@Functionality @FunctionalityTest1	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
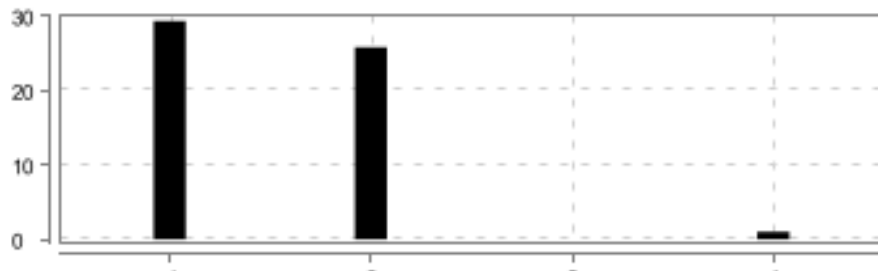
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.922 s
2	And I Join Live Sic Bo Revamp	PASSED	25.843 s
3	When I Enter The Dealer Table	PASSED	1.018 s
4	And I Check "The Round Result History"	PASSED	36.154 s
5	And I Go "Back To The Game Lobby"	PASSED	3.195 s
6	Then I Verify "The Previous Results Displayed On The Game Lobby"	PASSED	0.248 s

FT Test 2: Checking The Functionality Of The Show/Hide Balance Button

PASSED	DURATION - 1 m 15.428 s		Steps	
/ 11:56:19.525 AM // 11:57:34.953 AM /			Total - 6	
			Pass - 6	6
Functionality			Fail - 0	
			Skip - 0	
@Functionality @FunctionalityTest2				
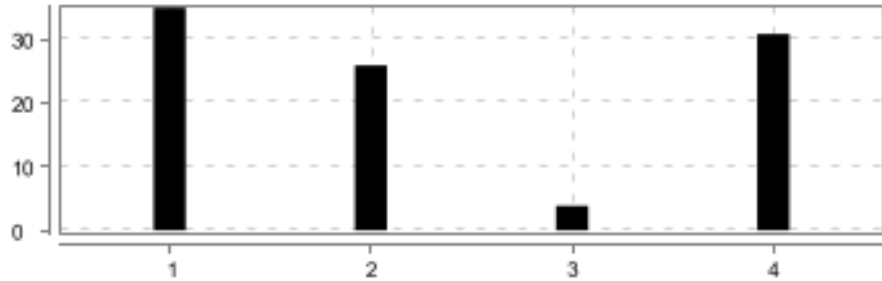
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.741 s
2	And I Join Live Sic Bo Revamp	PASSED	25.764 s
3	When I Click "The Show/Hide Balance Button"	PASSED	2.174 s
4	Then I Verify "The Functionality After Clicking The Show/Hide Balance Button"	PASSED	15.528 s
5	When I Click "The Show/Hide Balance Button"	PASSED	2.210 s
6	Then I Verify "The Functionality After Re-clicking The Show/Hide Balance Button"	PASSED	0.096 s

FT Test 3: Checking The Functionality On Each Table Limit Button

PASSED	DURATION - 57.273 s		Steps	
/ 11:57:34.958 AM // 11:58:32.231 AM /			Total - 4	
			Pass - 4	4
Functionality			Fail - 0	
			Skip - 0	
@Functionality @FunctionalityTest3				
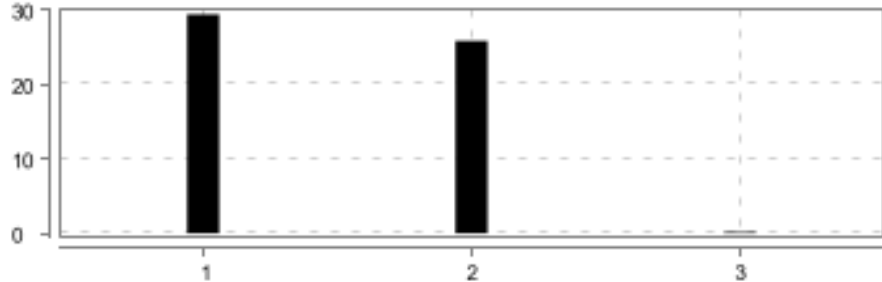
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.360 s
2	And I Join Live Sic Bo Revamp	PASSED	25.832 s
3	When I Click "On Each Table Limit"	PASSED	0.000 s
4	Then I Verify "The Functionality After Clicking Each Table Limit Button"	PASSED	1.024 s

FT Test 4: Checking The Functionality Of The Back Button On The Game Lobby

PASSED	DURATION - 1 m 36.405 s			Steps	
				Total - 4	
/ 11:58:32.235 AM // 12:00:08.640 PM /				Pass - 4	
				Fail - 0	
Functionality				Skip - 0	
@Functionality @FunctionalityTest4					

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	34.893 s
2	And I Join Live Sic Bo Revamp	PASSED	25.884 s
3	When I Click "The Back Button On Lobby"	PASSED	3.867 s
4	Then I Verify "The Functionality After Clicking The Back Button On The Game Lobby"	PASSED	30.770 s
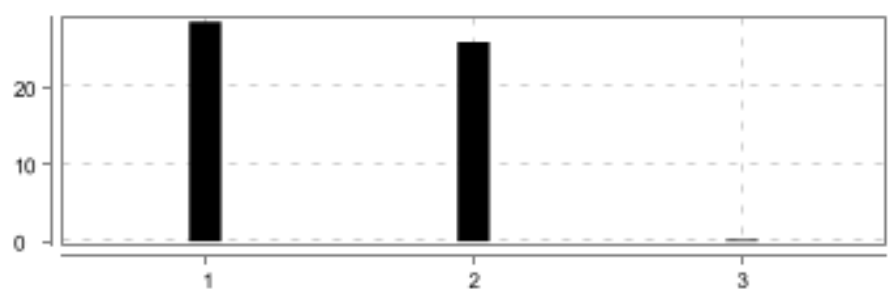
FT Test 5: Checking The Functionality Of The Big Counter

PASSED	DURATION - 56.450 s			Steps	
				Total - 3	
/ 12:00:08.644 PM // 12:01:05.094 PM /				Pass - 3	
				Fail - 0	
Functionality				Skip - 0	
@Functionality @FunctionalityTest5					

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.441 s
2	And I Join Live Sic Bo Revamp	PASSED	25.859 s
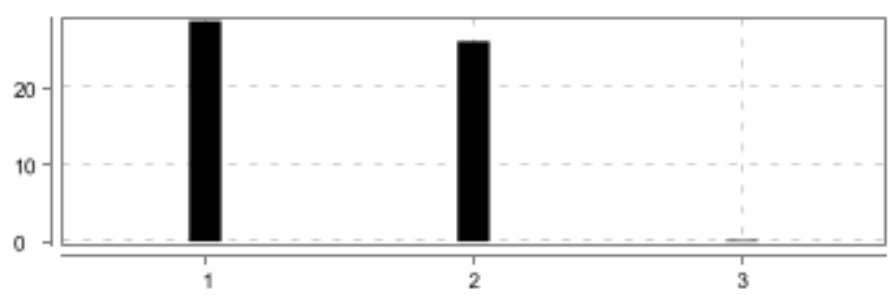
#	Step / Hook Details	Status	Duration
3	Then I Verify "The Functionality Of The Big Counter"	PASSED	0.178 s

FT Test 6: Checking The Functionality Of The Small Counter

PASSED	DURATION - 56.422 s
/ 12:01:05.105 PM // 12:02:01.527 PM /	
Functionality	
@Functionality @FunctionalityTest6	

Steps
Total - 3
Pass - 3
Fail - 0
Skip - 0

3
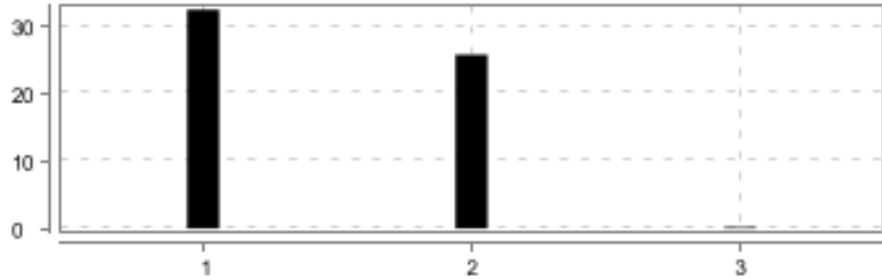
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.512 s
2	And I Join Live Sic Bo Revamp	PASSED	25.915 s
3	Then I Verify "The Functionality Of The Small Counter"	PASSED	0.232 s

FT Test 7: Checking The Functionality Of The Triple Counter

PASSED	DURATION - 56.991 s
/ 12:02:01.531 PM // 12:02:58.522 PM /	
Functionality	
@Functionality @FunctionalityTest7	

Steps
Total - 3
Pass - 3
Fail - 0
Skip - 0

3
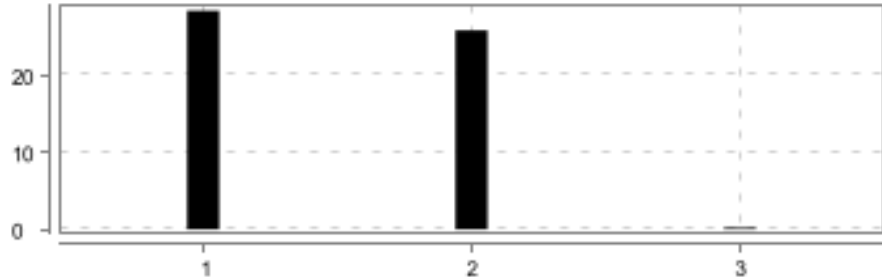
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.756 s
2	And I Join Live Sic Bo Revamp	PASSED	26.107 s
3	Then I Verify "The Functionality Of The Triple Counter"	PASSED	0.189 s

FT Test 8: Checking The Functionality Of The Odd Counter

PASSED	DURATION - 1 m 0.201 s			Steps
/ 12:02:58.526 PM // 12:03:58.727 PM /				Total - 3 Pass - 3
Functionality				Fail - 0 Skip - 0
@Functionality @FunctionalityTest8				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	32.444 s
2	And I Join Live Sic Bo Revamp	PASSED	25.790 s
3	Then I Verify "The Functionality Of The Odd Counter"	PASSED	0.195 s

FT Test 9: Checking The Functionality Of The Even Counter

PASSED	DURATION - 56.329 s			Steps
/ 12:03:58.735 PM // 12:04:55.064 PM /				Total - 3 Pass - 3
Functionality				Fail - 0 Skip - 0
@Functionality @FunctionalityTest9				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.417 s
2	And I Join Live Sic Bo Revamp	PASSED	25.843 s
3	Then I Verify "The Functionality Of The Even Counter"	PASSED	0.228 s

FT Test 11: Checking The Functionality Of The Menu Button

PASSED	DURATION - 1 m 7.260 s
/ 12:04:55.070 PM // 12:06:02.330 PM /	
Functionality	
@Functionality @FunctionalityTest11	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
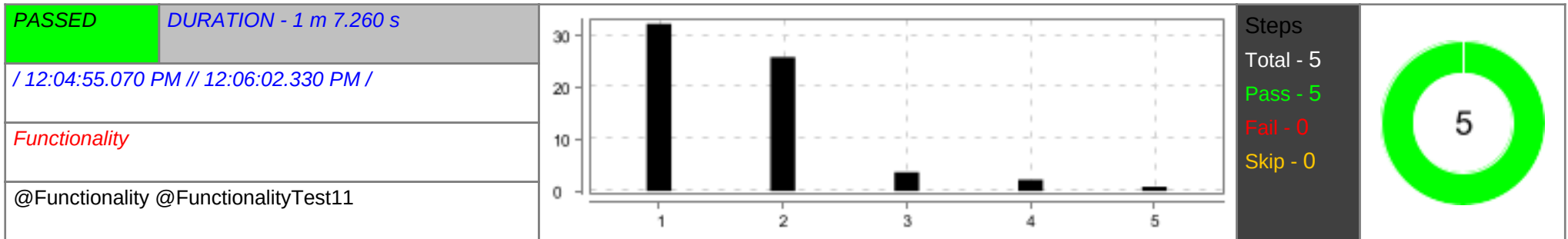
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	32.268 s
2	And I Join Live Sic Bo Revamp	PASSED	25.846 s
3	When I Enter The Dealer Table	PASSED	3.625 s
4	And I Click "The Menu Button"	PASSED	2.186 s
5	Then I Verify "The Functionality After Clicking The Menu Button"	PASSED	0.846 s

FT Test 12: Checking The Functionality Of My Bets In The Menu

PASSED	DURATION - 3 m 46.669 s
/ 12:06:02.334 PM // 12:09:49.003 PM /	
Functionality	
@Functionality @FunctionalityTest12	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
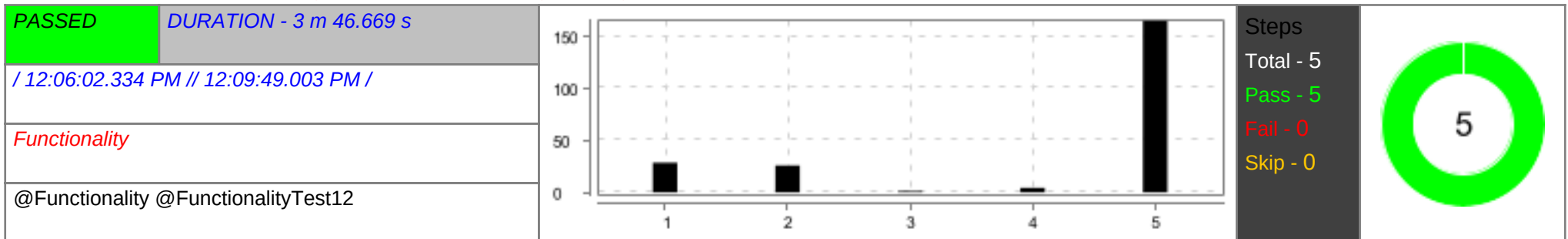
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.551 s
2	And I Join Live Sic Bo Revamp	PASSED	25.819 s
3	When I Enter The Dealer Table	PASSED	1.196 s
4	And I Go "To My Bets"	PASSED	4.449 s
5	Then I Verify "The Functionality After Clicking The My Bets In The Menu"	PASSED	2 m 44.873 s

FT Test 13: Checking The Functionality Of Settled Round In My Bets In The Menu

PASSED	DURATION - 2 m 25.882 s
/ 12:09:49.015 PM // 12:12:14.897 PM /	
Functionality	
@Functionality @FunctionalityTest13	

Steps
Total - 8
Pass - 8
Fail - 0
Skip - 0

8
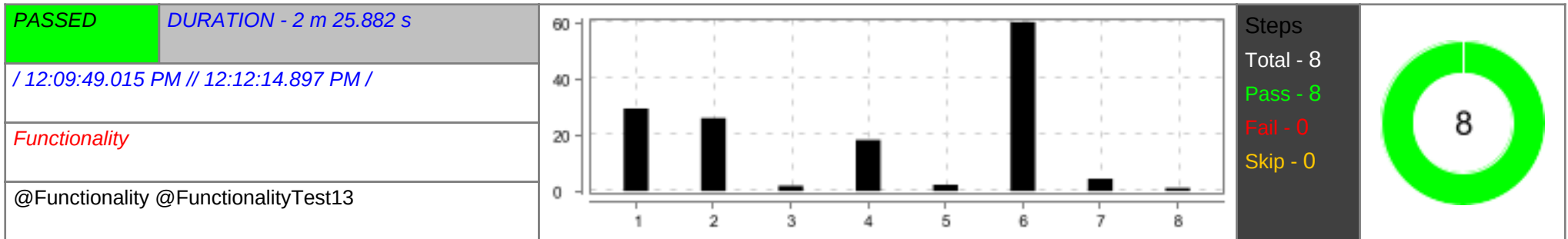
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.414 s
2	And I Join Live Sic Bo Revamp	PASSED	26.002 s
3	When I Enter The Dealer Table	PASSED	1.884 s
4	And I Place "A Bet On Any Betting Options"	PASSED	18.276 s
5	And I Click "The Confirm Button"	PASSED	2.238 s
6	And I Wait "Until Round Is Over"	PASSED	1 m 0.267 s
7	And I Go "To My Bets"	PASSED	4.397 s
8	Then I Verify "The Functionality Of Settled Round In My Bets In The Menu"	PASSED	1.118 s

FT Test 14: Checking The Functionality Of The Details Button In Settled Rounds

PASSED	DURATION - 2 m 29.107 s
/ 12:12:14.902 PM // 12:14:44.009 PM /	
Functionality	
@Functionality @FunctionalityTest14	

Steps
Total - 9
Pass - 9
Fail - 0
Skip - 0

9
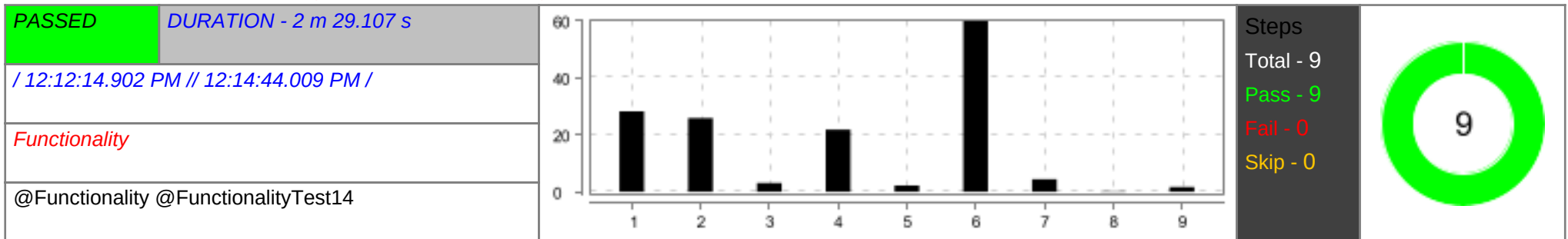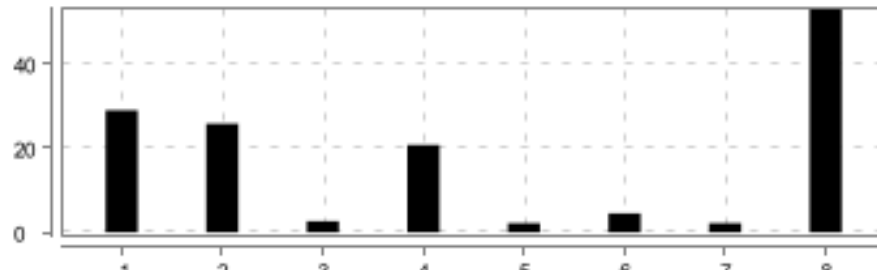
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.199 s
2	And I Join Live Sic Bo Revamp	PASSED	25.844 s
3	When I Enter The Dealer Table	PASSED	3.073 s
4	And I Place "A Bet On Any Betting Options"	PASSED	21.861 s
5	And I Click "The Confirm Button"	PASSED	2.185 s
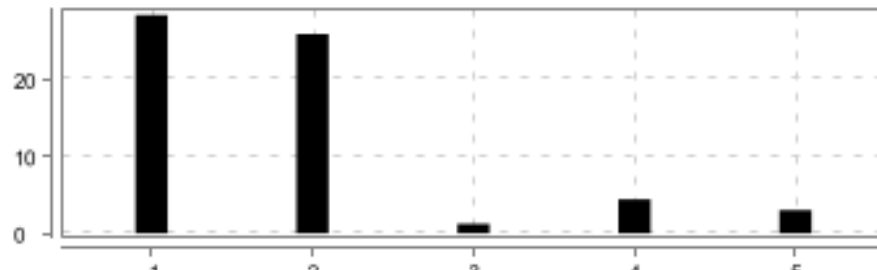
#	Step / Hook Details	Status	Duration
6	And I Wait "Until Round Is Over"	PASSED	59.929 s
7	And I Go "To My Bets"	PASSED	4.365 s
8	And I Go "To The Bet Details"	PASSED	0.177 s
9	Then I Verify "The Functionality After Clicking The Details Button In Settled Rounds"	PASSED	1.689 s

FT Test 15: Checking The Functionality Of Running Round In My Bets In The Menu

PASSED	DURATION - 2 m 22.183 s
/ 12:14:44.014 PM // 12:17:06.197 PM /	
Functionality	
@Functionality @FunctionalityTest15	

Steps
Total - 8
Pass - 8
Fail - 0
Skip - 0

8
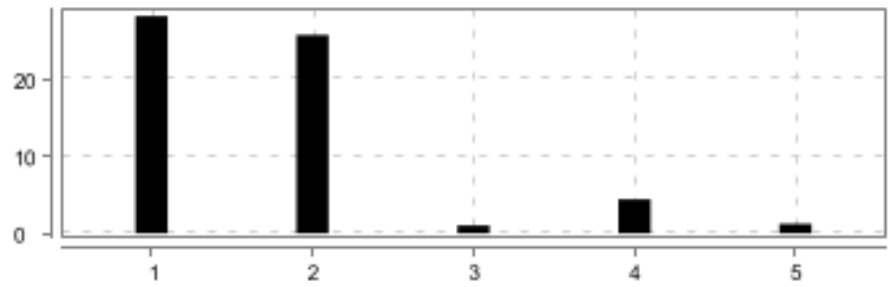
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.977 s
2	And I Join Live Sic Bo Revamp	PASSED	25.816 s
3	When I Enter The Dealer Table	PASSED	2.666 s
4	And I Place "A Bet On Any Betting Options"	PASSED	20.762 s
5	And I Click "The Confirm Button"	PASSED	2.203 s
6	And I Go "To My Bets"	PASSED	4.498 s
7	And I Click "The Running Tab"	PASSED	2.165 s
8	Then I Verify "The Functionality Of Running Round In My Bets In The Menu"	PASSED	52.925 s

FT Test 16: Checking The Functionality Of Limits And Payouts In The Menu

PASSED	DURATION - 1 m 5.401 s
/ 12:17:06.207 PM // 12:18:11.608 PM /	
Functionality	
@Functionality @FunctionalityTest16	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
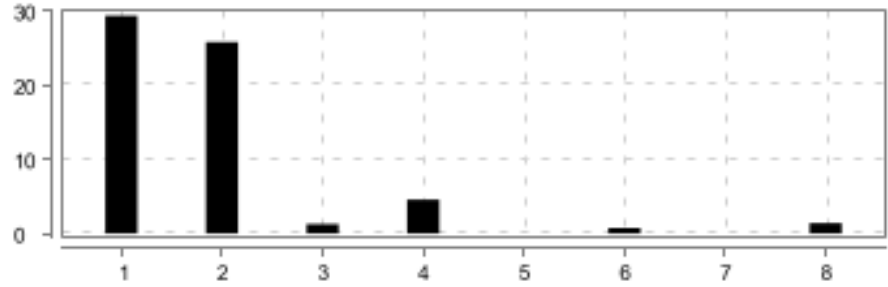
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.375 s
2	And I Join Live Sic Bo Revamp	PASSED	25.876 s
3	When I Enter The Dealer Table	PASSED	1.238 s
4	And I Go "To Limits And Payouts"	PASSED	4.423 s
5	Then I Verify "The Functionality After Clicking The Limits And Payouts In The Menu"	PASSED	3.038 s

FT Test 17: Checking The Functionality Of Help In The Menu

PASSED	DURATION - 1 m 1.675 s
/ 12:18:11.612 PM // 12:19:13.287 PM /	
Functionality	
@Functionality @FunctionalityTest17	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
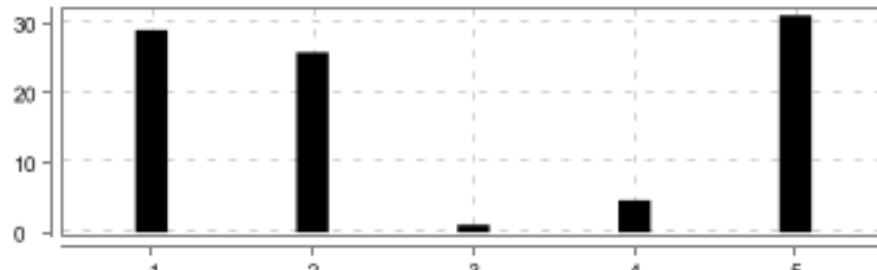
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.254 s
2	And I Join Live Sic Bo Revamp	PASSED	25.778 s
3	When I Enter The Dealer Table	PASSED	1.030 s
4	And I Go "To Help"	PASSED	4.416 s
5	Then I Verify "The Functionality After Clicking The Help In The Menu"	PASSED	1.231 s

FT Test 18: Checking The Functionality On Each Category In The Menu

PASSED	DURATION - 1 m 4.261 s
/ 12:19:13.299 PM // 12:20:17.560 PM /	
Functionality	
@Functionality @FunctionalityTest18	

Steps
Total - 8
Pass - 8
Fail - 0
Skip - 0

8
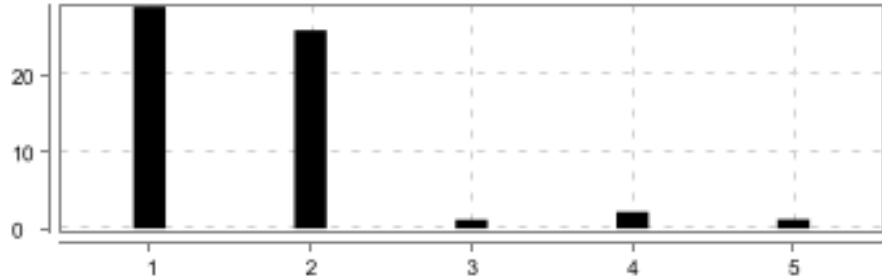
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.376 s
2	And I Join Live Sic Bo Revamp	PASSED	25.819 s
3	When I Enter The Dealer Table	PASSED	1.279 s
4	And I Go "To Help"	PASSED	4.584 s
5	And I Click "On Each Category in Help"	PASSED	0.000 s
6	Then I Verify "The Functionality After Clicking Each Category In The Menu"	PASSED	0.737 s
7	When I Click "On Each Category in Help"	PASSED	0.001 s
8	Then I Verify "The Functionality After Re-clicking Each Category In The Menu"	PASSED	1.402 s

FT Test 19: Checking The Functionality Of Settings In The Menu

PASSED	DURATION - 1 m 32.529 s			Steps	
/ 12:20:17.565 PM // 12:21:50.094 PM /				Total - 5	
				Pass - 5	
Functionality				Fail - 0	
				Skip - 0	
@FunctionalityTest19 @Functionality					
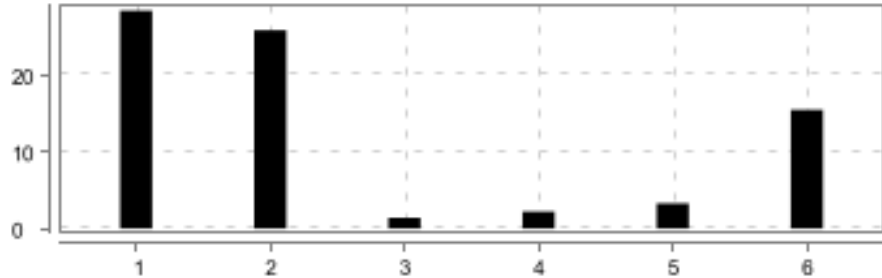
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.974 s
2	And I Join Live Sic Bo Revamp	PASSED	25.792 s
3	When I Enter The Dealer Table	PASSED	1.081 s
4	And I Go "To Settings"	PASSED	4.578 s
5	Then I Verify "The Functionality After Clicking The Settings In The Menu"	PASSED	31.120 s

FT Test 21: Checking The Functionality Of The Switch Table Button

PASSED	DURATION - 1 m 0.569 s
/ 12:21:50.099 PM // 12:22:50.668 PM /	
Functionality	
@Functionality @FunctionalityTest21	
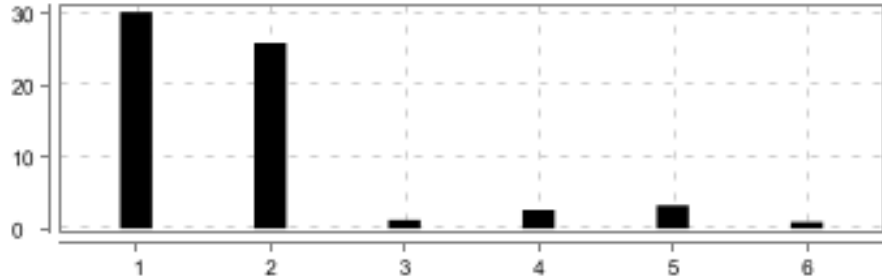
Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.900 s
2	And I Join Live Sic Bo Revamp	PASSED	25.848 s
3	When I Enter The Dealer Table	PASSED	1.140 s
4	And I Click "The Switch Table Button"	PASSED	2.158 s
5	Then I Verify "The Functionality After Clicking The Switch Table Button"	PASSED	1.208 s

FT Test 22: Checking The Functionality After Selecting Other Table In The Switch Table

PASSED	DURATION - 1 m 17.530 s
/ 12:22:50.674 PM // 12:24:08.204 PM /	
Functionality	
@Functionality @FunctionalityTest22	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
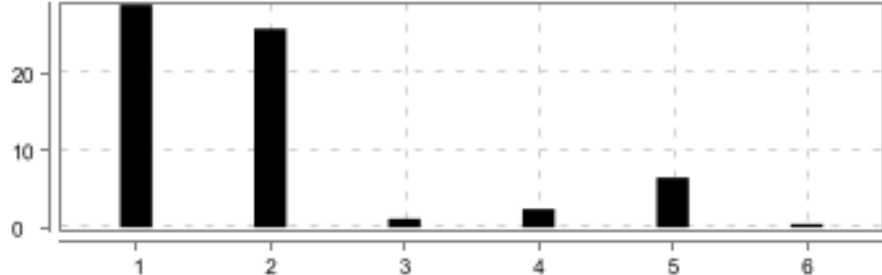
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.388 s
2	And I Join Live Sic Bo Revamp	PASSED	25.850 s
3	When I Enter The Dealer Table	PASSED	1.401 s
4	And I Click "The Switch Table Button"	PASSED	2.197 s
5	And I Go "To Other Sic Bo Table"	PASSED	3.281 s
6	Then I Verify "The Functionality After Selecting Other Table In The Switch Table"	PASSED	15.493 s

FT Test 23: Checking The Functionality After Selecting Other Product In The Switch Table

PASSED	DURATION - 1 m 4.877 s

/ 12:24:08.208 PM // 12:25:13.085 PM /

Functionality

@Functionality @FunctionalityTest23

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
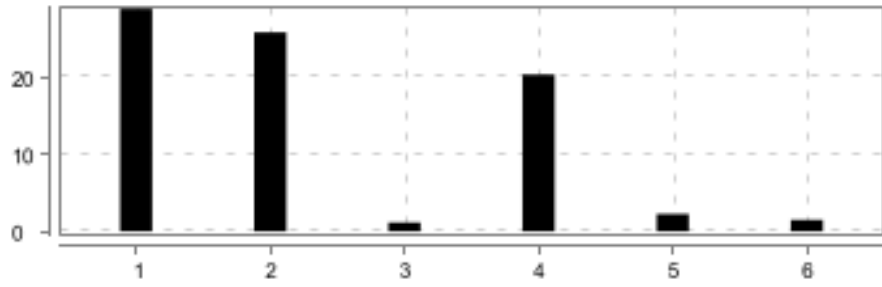
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.168 s
2	And I Join Live Sic Bo Revamp	PASSED	25.846 s
3	When I Enter The Dealer Table	PASSED	1.189 s
4	And I Click "The Switch Table Button"	PASSED	2.581 s
5	And I Go "To Other Live Products"	PASSED	3.231 s
6	Then I Verify "The Functionality After Selecting Other Product In The Switch Table"	PASSED	0.907 s

FT Test 24: Checking The Functionality After Seating On Other Live Products Table

PASSED	DURATION - 1 m 6.007 s

/ 12:25:13.090 PM // 12:26:19.097 PM /

Functionality

@Functionality @FunctionalityTest24

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
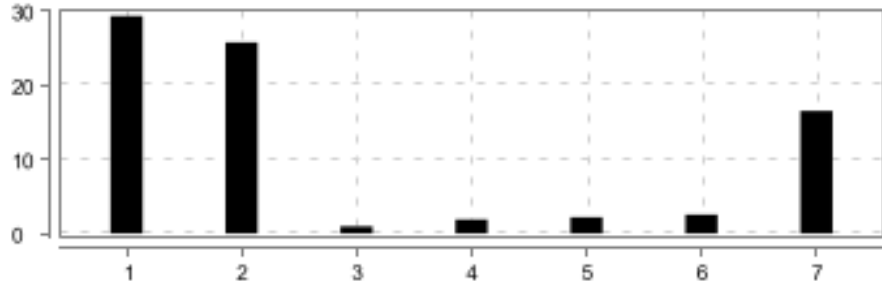
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.894 s
2	And I Join Live Sic Bo Revamp	PASSED	25.795 s
3	When I Enter The Dealer Table	PASSED	1.125 s
4	And I Click "The Switch Table Button"	PASSED	2.364 s
5	And I Go "To Other Live Products Table"	PASSED	6.463 s
6	Then I Verify "The Functionality After Seating On Other Live Products Table"	PASSED	0.440 s

FT Test 25: Checking The Functionality Of The Table Limit Button

PASSED	DURATION - 1 m 20.910 s
/ 12:26:19.102 PM // 12:27:40.012 PM /	
Functionality	
@Functionality @FunctionalityTest25	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.902 s
2	And I Join Live Sic Bo Revamp	PASSED	25.840 s
3	When I Enter The Dealer Table	PASSED	1.153 s
4	And I Wait "Until Betting Phase"	PASSED	20.378 s
5	And I Click "The Table Limit Button"	PASSED	2.249 s
6	Then I Verify "The Functionality After Clicking The Table Limit Button"	PASSED	1.469 s
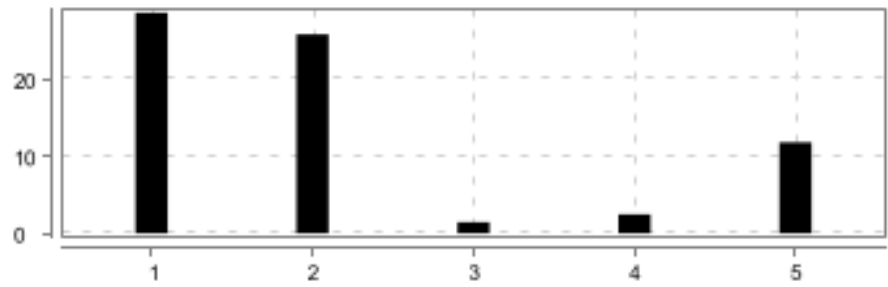
FT Test 26: Checking The Functionality After Selecting Other Table Limit

PASSED	DURATION - 1 m 20.193 s
/ 12:27:40.018 PM // 12:29:00.211 PM /	
Functionality	
@Functionality @FunctionalityTest26	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.321 s
2	And I Join Live Sic Bo Revamp	PASSED	25.786 s
3	When I Enter The Dealer Table	PASSED	0.989 s
4	And I Wait "Until Betting Phase"	PASSED	1.901 s
5	And I Click "The Table Limit Button"	PASSED	2.197 s
6	And I Go "To Other Table Limit Table"	PASSED	2.538 s
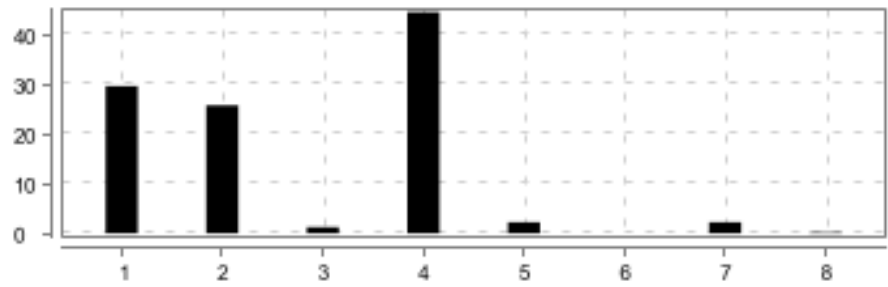
#	Step / Hook Details	Status	Duration
7	Then I Verify "The Functionality After Selecting Other Table Limit"	PASSED	16.531 s

FT Test 27: Checking The Functionality Of The Statistics Button

PASSED	DURATION - 1 m 11.134 s	Steps	
/ 12:29:00.222 PM // 12:30:11.356 PM /		Total - 5	
		Pass - 5	
Functionality		Fail - 0	
		Skip - 0	5
@Functionality @FunctionalityTest27			

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.657 s
2	And I Join Live Sic Bo Revamp	PASSED	25.849 s
3	When I Enter The Dealer Table	PASSED	1.432 s
4	And I Click "The Statistics Button"	PASSED	2.462 s
5	Then I Verify "The Functionality After Clicking The Statistics Button"	PASSED	11.813 s
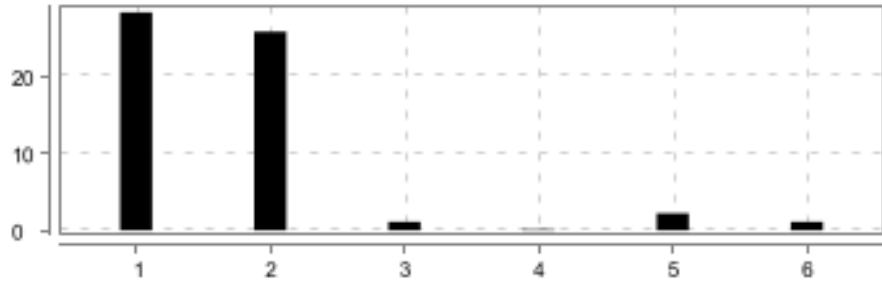
FT Test 28: Checking The Functionality Of The Expand Shrink Button

PASSED	DURATION - 1 m 46.932 s	Steps	
/ 12:30:11.361 PM // 12:31:58.293 PM /		Total - 8	
		Pass - 8	
Functionality		Fail - 0	
		Skip - 0	8
@Functionality @FunctionalityTest28			

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.668 s
2	And I Join Live Sic Bo Revamp	PASSED	25.790 s
3	When I Enter The Dealer Table	PASSED	1.271 s
4	And I Wait "Until Betting Phase"	PASSED	44.586 s
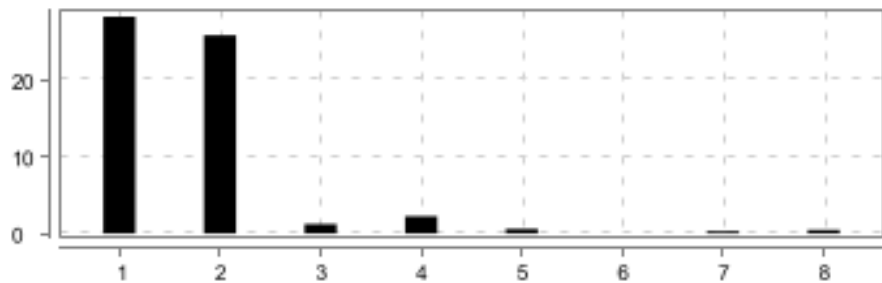
#	Step / Hook Details	Status	Duration
5	And I Click "The Expand Shrink Button"	PASSED	2.229 s
6	Then I Verify "The Functionality After Clicking Expand Shrink Button"	PASSED	0.027 s
7	When I Click "The Expand Shrink Button"	PASSED	2.215 s
8	Then I Verify "The Functionality After Re-clicking Expand Shrink Button"	PASSED	0.186 s

FT Test 29: Checking The Functionality Of The Edit Chips Button

PASSED	DURATION - 59.601 s
/ 12:31:58.298 PM // 12:32:57.899 PM /	
Functionality	
@Functionality @FunctionalityTest29	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.316 s
2	And I Join Live Sic Bo Revamp	PASSED	25.823 s
3	When I Enter The Dealer Table	PASSED	1.094 s
4	And I Check "The Default Chips"	PASSED	0.150 s
5	And I Click "The Edit Chips Button"	PASSED	2.197 s
6	Then I Verify "The Functionality After Clicking The Edit Chips Button"	PASSED	1.096 s
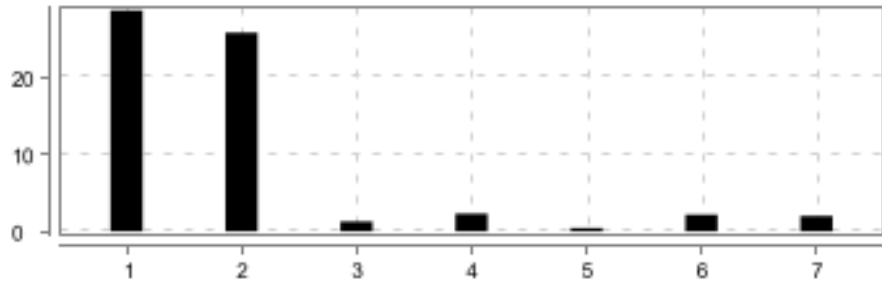
FT Test 30: Checking The Functionality After Changing Betting Chips

PASSED	DURATION - 59.949 s
/ 12:32:57.909 PM // 12:33:57.858 PM /	
Functionality	
@Functionality @FunctionalityTest30	

Steps
Total - 8
Pass - 8
Fail - 0
Skip - 0

8

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.278 s
2	And I Join Live Sic Bo Revamp	PASSED	25.868 s
3	When I Enter The Dealer Table	PASSED	1.226 s
4	And I Click "The Edit Chips Button"	PASSED	2.266 s
5	And I Do "Remove Any Chips On My Chips"	PASSED	0.589 s
6	Then I Verify "The Functionality After Removing Betting Chips"	PASSED	0.001 s
7	When I Do "Select Any Chips On Chips Selections"	PASSED	0.293 s
8	Then I Verify "The Functionality After Adding Betting Chips"	PASSED	0.475 s

FT Test 31: Checking The Functionality Of The Save Button In Chip Settings

PASSED	DURATION - 1 m 3.687 s		Steps	
			Total - 7	
/ 12:33:57.864 PM // 12:35:01.551 PM /			Pass - 7	
			Fail - 0	7
Functionality			Skip - 0	
@Functionality @FunctionalityTest31				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.692 s
2	And I Join Live Sic Bo Revamp	PASSED	25.799 s
3	When I Enter The Dealer Table	PASSED	1.296 s
4	And I Click "The Edit Chips Button"	PASSED	2.303 s
5	And I Do "Replace Any Chip On My Chips"	PASSED	0.445 s
6	And I Click "The Save Button"	PASSED	2.182 s
7	Then I Verify "The Functionality After Clicking The Save Button In Chip Settings"	PASSED	2.015 s

FT Test 32: Checking The Functionality Of The Undo Button

PASSED	DURATION - 3 m 39.728 s
/ 12:35:01.556 PM // 12:38:41.284 PM /	
Functionality	
@Functionality @FunctionalityTest32	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7
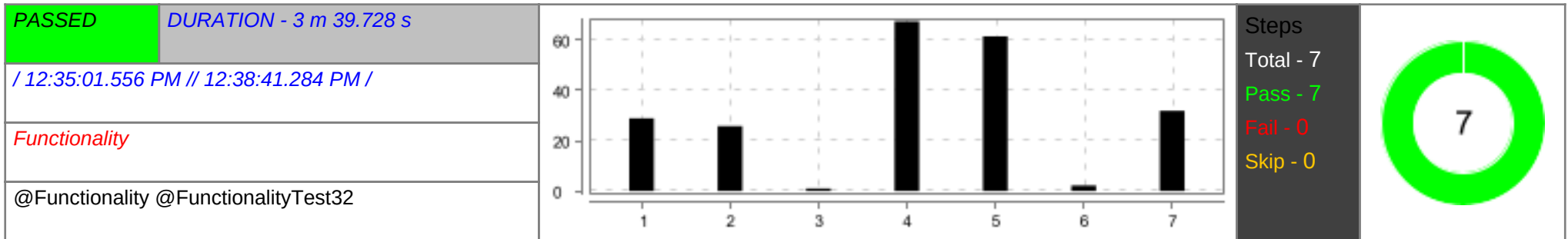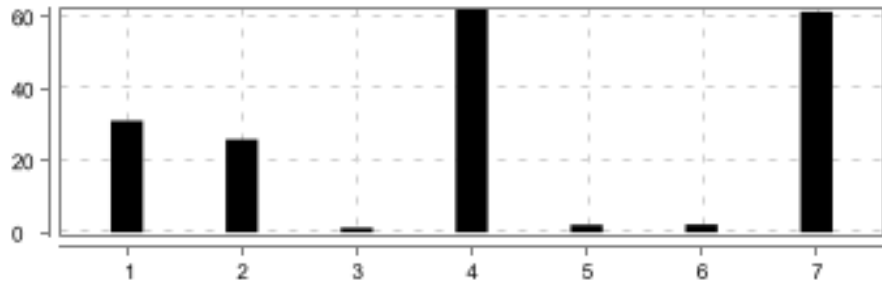
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.886 s
2	And I Join Live Sic Bo Revamp	PASSED	25.805 s
3	When I Enter The Dealer Table	PASSED	1.032 s
4	And I Place "And Undo Any Betting Options"	PASSED	1 m 7.503 s
5	And I Place "A Bet On Two Or More Betting Options"	PASSED	1 m 1.483 s
6	And I Click "The Undo Button"	PASSED	2.162 s
7	Then I Verify "The Functionality After Clicking The Undo Button"	PASSED	31.868 s

FT Test 33: Checking The Functionality Of Undo Button When Press And Hold

PASSED	DURATION - 2 m 36.454 s
/ 12:38:41.289 PM // 12:41:17.743 PM /	
Functionality	
@Functionality @FunctionalityTest33	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
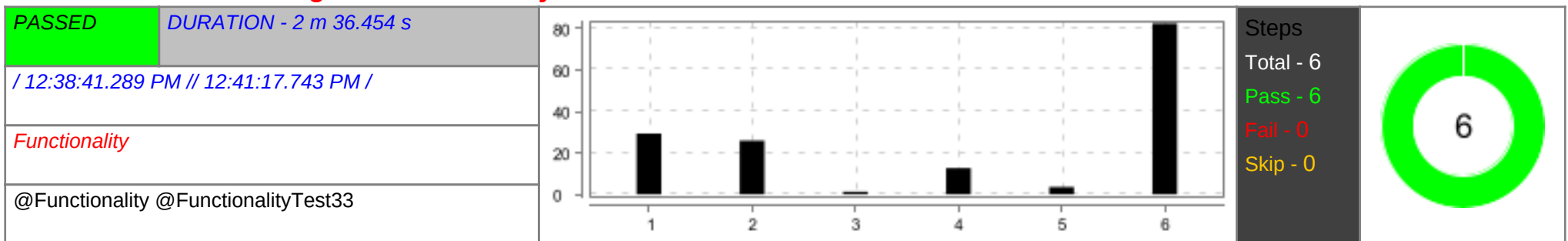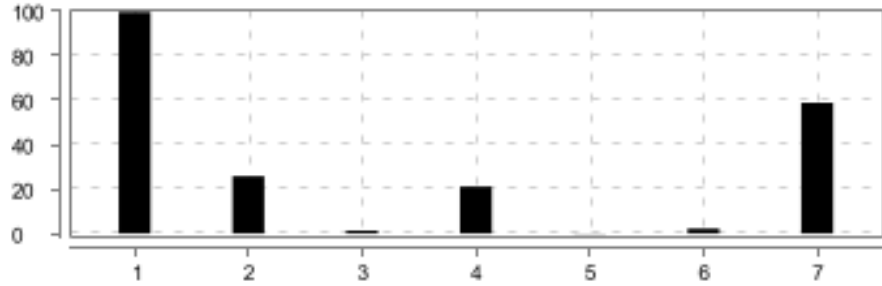
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.391 s
2	And I Join Live Sic Bo Revamp	PASSED	25.871 s
3	When I Enter The Dealer Table	PASSED	1.217 s
4	And I Place "A Bet On Four Or More Betting Options"	PASSED	12.717 s
5	And I Do "Press And Hold The Undo Button"	PASSED	3.524 s
6	Then I Verify "The Functionality After Pressing And Holding The Undo Button"	PASSED	1 m 22.523 s

FT Test 34: Checking The Functionality Of The Confirm Button

PASSED	DURATION - 3 m 6.471 s
/ 12:41:17.748 PM // 12:44:24.219 PM /	
Functionality	
@Functionality @FunctionalityTest34	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.030 s
2	And I Join Live Sic Bo Revamp	PASSED	25.836 s
3	When I Enter The Dealer Table	PASSED	1.245 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 1.874 s
5	And I Check "The Betting Chip"	PASSED	2.059 s
6	And I Click "The Confirm Button"	PASSED	2.227 s
7	Then I Verify "The Functionality After Clicking The Confirm Button"	PASSED	1 m 1.226 s
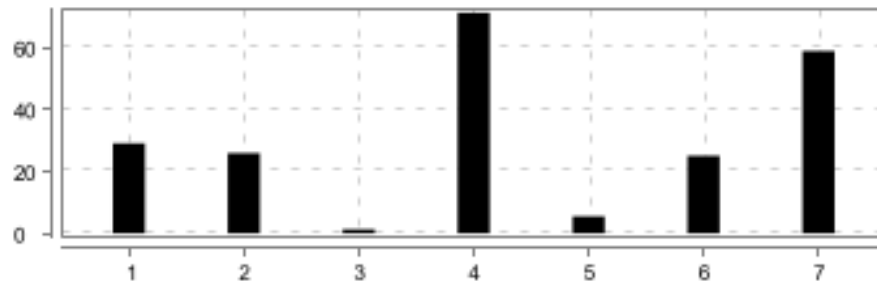
FT Test 35: Checking The Functionality Of The Top up And Confirm Button

PASSED	DURATION - 3 m 30.131 s
/ 12:44:24.223 PM // 12:47:54.354 PM /	
Functionality	
@Functionality @FunctionalityTest35	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	1 m 39.548 s
2	And I Join Live Sic Bo Revamp	PASSED	25.817 s
3	When I Enter "The Dealer Table With High Table Limits"	PASSED	1.347 s
4	And I Place "A Bet On Any Betting Options"	PASSED	21.148 s
5	Then I Verify "The Functionality Of The Confirm Button"	PASSED	0.112 s
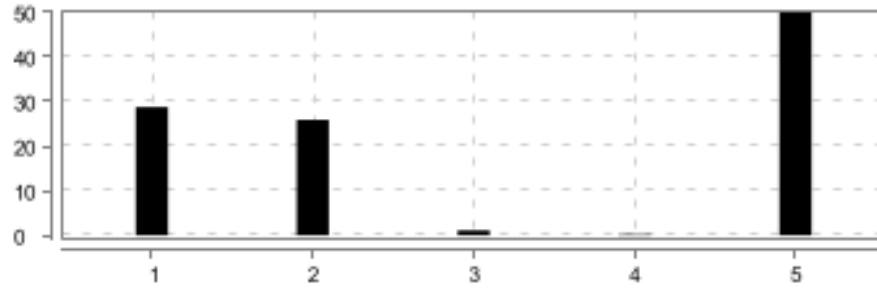
#	Step / Hook Details	Status	Duration
6	And I Click "The Confirm Button"	PASSED	2.175 s
7	Then I Verify "The Functionality After Clicking The Top Up And Confirm Button"	PASSED	58.841 s

FT Test 36: Checking The Functionality Of The Switch Table When Betting In Multiple Tables

PASSED	DURATION - 3 m 37.604 s
/ 12:47:54.359 PM // 12:51:31.963 PM /	
Functionality	
@Functionality @FunctionalityTest36	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.989 s
2	And I Join Live Sic Bo Revamp	PASSED	25.919 s
3	When I Enter The Dealer Table	PASSED	1.220 s
4	And I Place "And Confirm Any Betting Options"	PASSED	1 m 11.159 s
5	And I Do "Switch And Join Another Table"	PASSED	5.519 s
6	And I Place "And Confirm Any Betting Options"	PASSED	25.054 s
7	Then I Verify "The Functionality Of The Switch Table When Betting In Multiple Tables"	PASSED	58.793 s
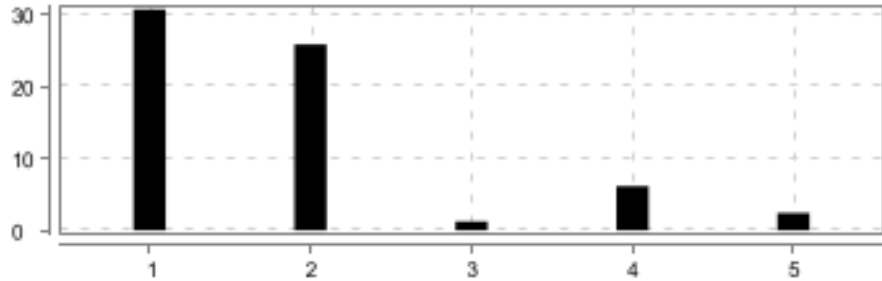
FT Test 37: Checking The Functionality Of The Betting Timer Once It Starts

PASSED	DURATION - 1 m 46.666 s
/ 12:51:31.967 PM // 12:53:18.633 PM /	
Functionality	
@Functionality @FunctionalityTest37	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.719 s
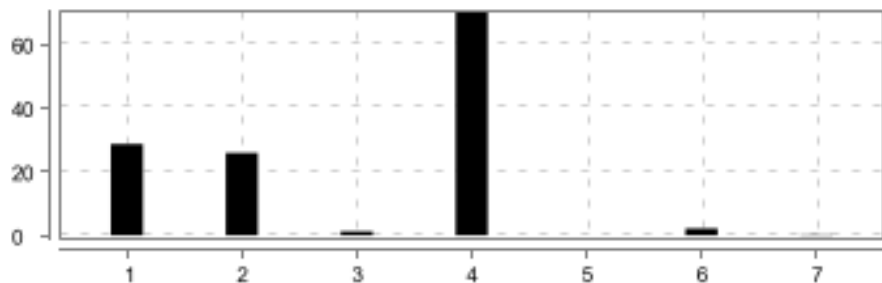
#	Step / Hook Details	Status	Duration
2	And I Join Live Sic Bo Revamp	PASSED	25.866 s
3	When I Enter The Dealer Table	PASSED	1.066 s
4	And I Wait "Until Betting Timer Starts"	PASSED	0.211 s
5	Then I Verify "The Functionality Of The Betting Timer Once It Starts"	PASSED	49.900 s

FT Test 38: Checking The Functionality Of The Betting Timer Once It Ends

PASSED	DURATION - 1 m 7.274 s
/ 12:53:18.640 PM // 12:54:25.914 PM /	
Functionality	
@Functionality @FunctionalityTest38	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.686 s
2	And I Join Live Sic Bo Revamp	PASSED	25.817 s
3	When I Enter The Dealer Table	PASSED	1.218 s
4	And I Wait "Until Betting Timer Ends"	PASSED	6.133 s
5	Then I Verify "The Functionality Of The Betting Timer Once It Ends"	PASSED	2.429 s
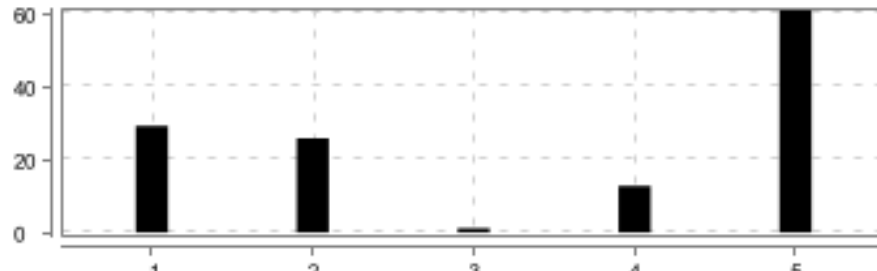
FT Test 39: Checking The Functionality Of The Double Button

PASSED	DURATION - 2 m 8.973 s
/ 12:54:25.919 PM // 12:56:34.892 PM /	
Functionality	
@Functionality @FunctionalityTest39	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.605 s
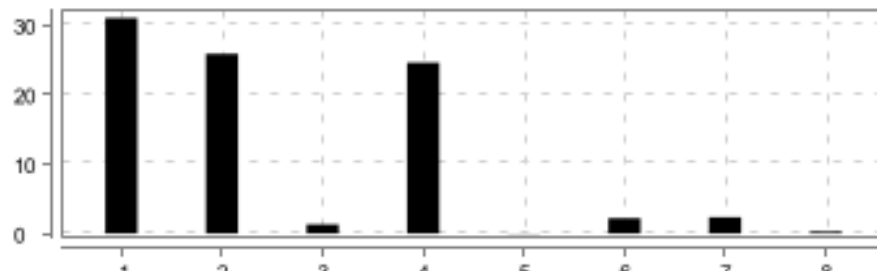
#	Step / Hook Details	Status	Duration
2	And I Join Live Sic Bo Revamp	PASSED	25.816 s
3	When I Enter The Dealer Table	PASSED	1.227 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 9.944 s
5	And I Check "The Placed Bet"	PASSED	0.040 s
6	And I Click "The Double Button"	PASSED	2.160 s
7	Then I Verify "The Functionality After Clicking The Double Button"	PASSED	0.194 s

FT Test 40: Checking The Functionality Of Total Balance After Confirming Any Bets

PASSED	DURATION - 2 m 10.932 s		Steps	
/ 12:56:34.896 PM // 12:58:45.828 PM /			Total - 5 Pass - 5 Fail - 0 Skip - 0	
Functionality				
@Functionality @FunctionalityTest40				
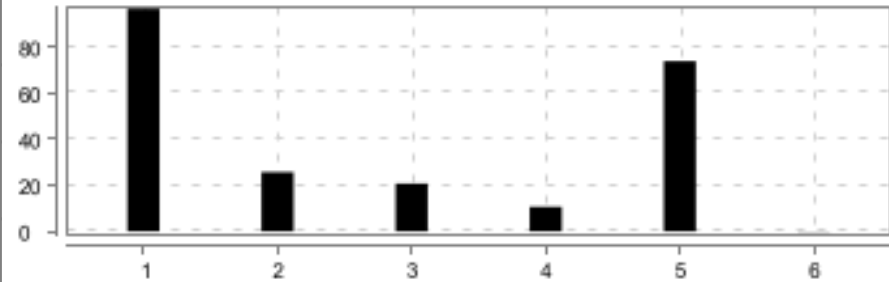
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.254 s
2	And I Join Live Sic Bo Revamp	PASSED	25.841 s
3	When I Enter The Dealer Table	PASSED	1.199 s
4	And I Place "And Confirm Any Betting Options"	PASSED	12.769 s
5	Then I Verify "The Functionality Of Total Balance After Confirming Any Bets"	PASSED	1 m 0.877 s

FT Test 41: Checking The Functionality Of Total Balance After Confirming And Doubling Bets

PASSED	DURATION - 1 m 28.655 s		Steps	
/ 12:58:45.833 PM // 1:00:14.488 PM /			Total - 8 Pass - 8 Fail - 0 Skip - 0	
Functionality				
@Functionality @FunctionalityTest41				
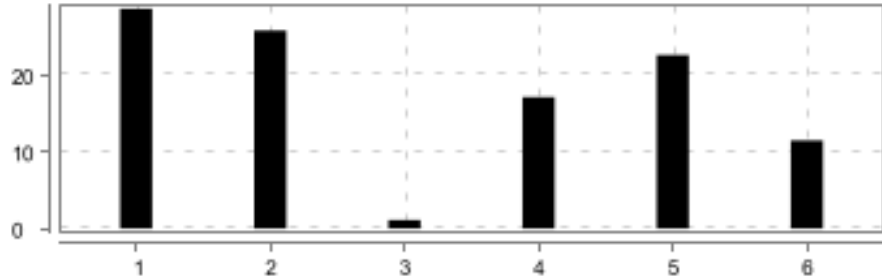
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.034 s
2	And I Join Live Sic Bo Revamp	PASSED	25.846 s
3	When I Enter The Dealer Table	PASSED	1.319 s
4	And I Place "A Bet On Any Betting Options"	PASSED	24.582 s
5	And I Check "The Placed Bet"	PASSED	0.069 s
6	And I Click "The Double Button"	PASSED	2.223 s
7	And I Click "The Confirm Button"	PASSED	2.355 s
8	Then I Verify "The Functionality Of Total Balance After Confirming And Doubling Bets"	PASSED	0.285 s

FT Test 42: Checking The Functionality Of Total Balance After Winning Round

PASSED	DURATION - 3 m 49.184 s
/ 1:00:14.498 PM // 1:04:03.682 PM /	
Functionality	
@Functionality @FunctionalityTest42	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6
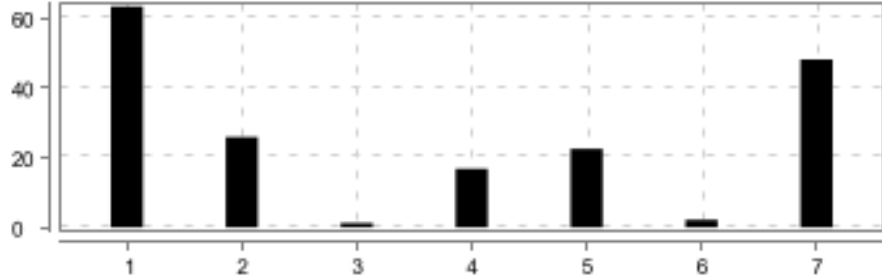
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	1 m 36.771 s
2	And I Join Live Sic Bo Revamp	PASSED	25.790 s
3	When I Enter The Dealer Table	PASSED	20.741 s
4	And I Place "And Confirm Any Betting Options"	PASSED	10.702 s
5	And I Wait "Until Bet Wins"	PASSED	1 m 14.011 s
6	Then I Verify "The Functionality Of Total Balance After Winning Round"	PASSED	0.180 s

FT Test 43: Checking The Functionality After Betting Timer Reaches Last 10 Seconds And Not Confirming

PASSED	DURATION - 1 m 47.762 s
/ 1:04:03.687 PM // 1:05:51.449 PM /	
Functionality	
@Functionality @FunctionalityTest43	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.658 s
2	And I Join Live Sic Bo Revamp	PASSED	25.805 s
3	When I Enter The Dealer Table	PASSED	1.108 s
4	And I Place "A Bet On Any Betting Options"	PASSED	17.147 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.600 s
6	Then I Verify "The Functionality After Betting Timer Reaches Last 10 Seconds And Not Confirming"	PASSED	11.502 s

FT Test 44: Checking The Functionality Of The Confirm Button On Popup Message
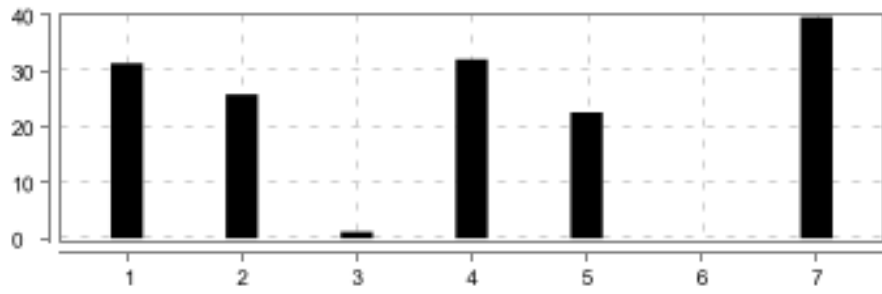
PASSED	DURATION - 3 m 1.024 s
/ 1:05:51.453 PM // 1:08:52.477 PM /	
Functionality	
@Functionality @FunctionalityTest44	

Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	1 m 3.317 s
2	And I Join Live Sic Bo Revamp	PASSED	25.863 s
3	When I Enter The Dealer Table	PASSED	1.229 s
4	And I Place "A Bet On Any Betting Options"	PASSED	16.836 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.504 s
6	And I Click "The Popup Confirm Button"	PASSED	2.186 s
7	Then I Verify "The Functionality After Clicking The Confirm Button On Popup Message"	PASSED	48.169 s

FT Test 45: Checking The Functionality Of The Not Now Button On Popup Message

PASSED	DURATION - 2 m 33.590 s

/ 1:08:52.484 PM // 1:11:26.074 PM /
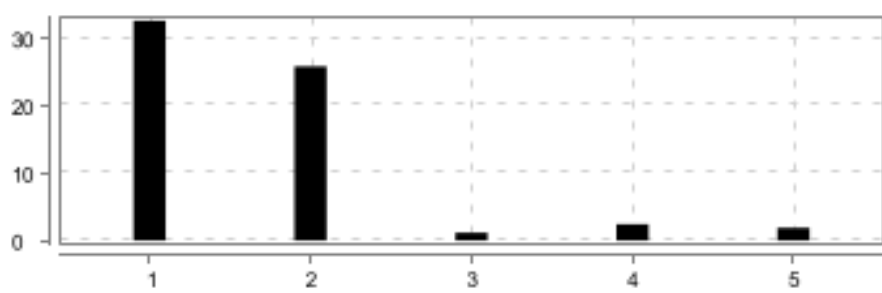
Functionality

@Functionality @FunctionalityTest45
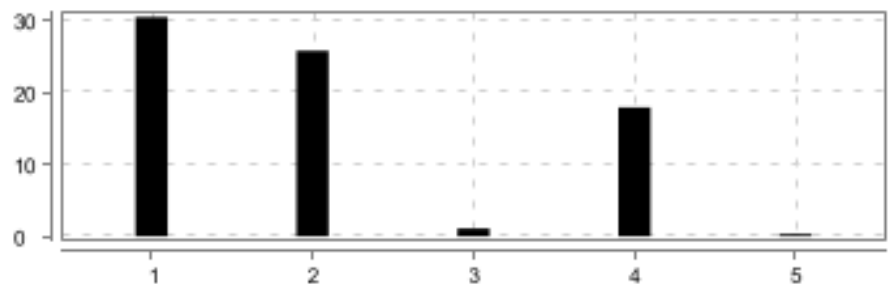
Steps
Total - 7
Pass - 7
Fail - 0
Skip - 0

7

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.401 s
2	And I Join Live Sic Bo Revamp	PASSED	25.799 s
3	When I Enter The Dealer Table	PASSED	1.202 s
4	And I Place "A Bet On Any Betting Options"	PASSED	32.057 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.553 s
6	And I Click "The Popup Not Now Button"	PASSED	0.000 s
7	Then I Verify "The Functionality After Clicking The Not Now Button On Popup Message"	PASSED	39.617 s

FT Test 46: Checking The Functionality Of The Back Button On Game

PASSED	DURATION - 1 m 4.923 s

/ 1:11:26.078 PM // 1:12:31.001 PM /

Functionality

@Functionality @FunctionalityTest46

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
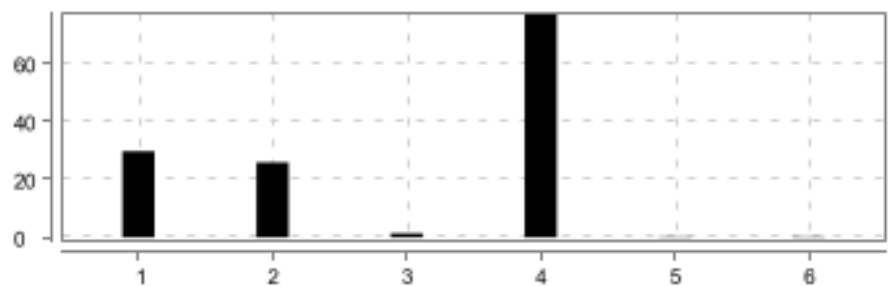
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	32.612 s
2	And I Join Live Sic Bo Revamp	PASSED	25.826 s
3	When I Enter The Dealer Table	PASSED	1.173 s
4	And I Click "The Back Button On Game"	PASSED	2.399 s
5	Then I Verify "The Functionality After Clicking The Back Button On Game"	PASSED	1.893 s

FT Test 47: Checking The Functionality Of The Round Result History

PASSED	DURATION - 1 m 16.636 s
/ 1:12:31.005 PM // 1:13:47.641 PM /	
Functionality	
@Functionality @FunctionalityTest47	

Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0

5
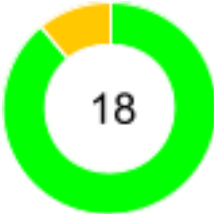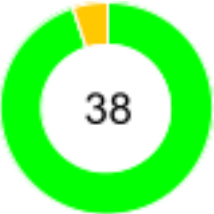
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.473 s
2	And I Join Live Sic Bo Revamp	PASSED	25.792 s
3	When I Enter The Dealer Table	PASSED	1.109 s
4	And I Wait "Until Round Is Finished"	PASSED	17.901 s
5	Then I Verify "The Functionality Of The Round Result History"	PASSED	0.320 s

FT Test 48: Checking The Functionality After Increasing A Placed Bet
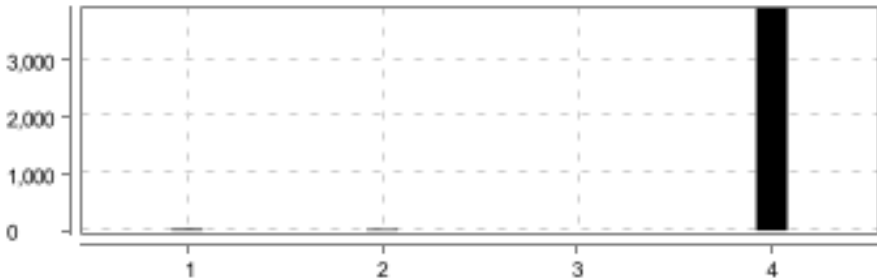
PASSED	DURATION - 2 m 14.958 s
/ 1:13:47.645 PM // 1:16:02.603 PM /	
Functionality	
@Functionality @FunctionalityTest48	

Steps
Total - 6
Pass - 6
Fail - 0
Skip - 0

6

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.676 s
2	And I Join Live Sic Bo Revamp	PASSED	25.802 s
3	When I Enter The Dealer Table	PASSED	1.353 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 16.859 s
5	And I Place "A Bet On Same Betting Options"	PASSED	0.182 s
6	Then I Verify "The Functionality After Increasing A Placed Bet"	PASSED	0.198 s

Result And Statistics

SKIPPED	DURATION - 66 m 57.544 s	Scenarios Total - 18 Pass - 16 Fail - 0 Skip - 2	18	Steps Total - 38 Pass - 36 Fail - 0 Skip - 2	38
/ 1:16:02.616 PM // 2:23:00.160 PM /					

RS Fetch: Wait Until There Is A Round Result For Result And Statistics

PASSED	DURATION - 65 m 55.161 s		Steps Total - 4 Pass - 4 Fail - 0 Skip - 0	4
/ 1:16:02.616 PM // 2:21:57.777 PM /				
Result And Statistics				
@ResultAndStatisticsWait @ResultAndStatistics				

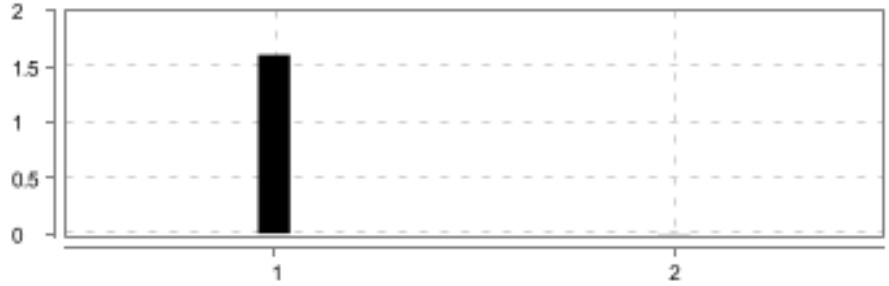| #	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.276 s
2	When I Join Live Sic Bo Revamp	PASSED	25.882 s
3	And I Enter The Dealer Table With 300 Rounds	PASSED	1.334 s
4	Then I Place A Bet Until There Is A Round Result For All Results And Statistics	PASSED	64 m 57.623 s
	Big Result Small Result Any Triple Result Big Percentage Any Triple Percentage Small Percentage Odd Percentage Even Percentage Dice 1 Percentage Dice 2 Percentage Dice 3 Percentage Dice 4 Percentage Dice 5 Percentage		

#	Step / Hook Details	Status	Duration
	Dice 6 Percentage Hot Numbers Win Cold Numbers Lose Cold Numbers Win		

RS Test 1: Checking The Data Displayed On Result Panel When Big Wins

PASSED	DURATION - 2.754 s	Steps	
/ 2:21:57.781 PM // 2:22:00.535 PM /		Total - 2 Pass - 2 Fail - 0 Skip - 0	2
Result And Statistics			
@ResultAndStatistics @ResultAndStatisticsTest1			
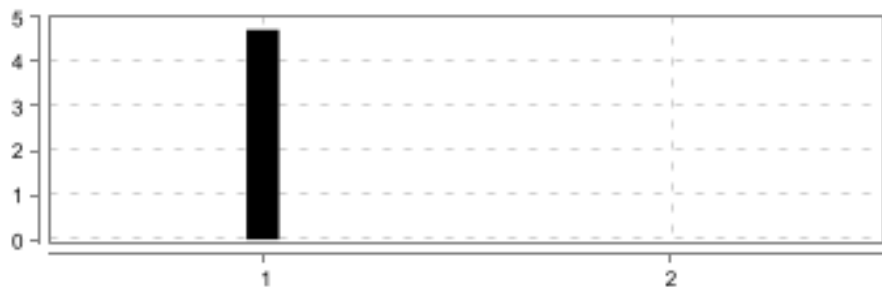
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.800 s
2	Then I Verify The Result Panel When "Big" Wins	PASSED	0.002 s

RS Test 2: Checking The Data Displayed On Result Panel When Small Wins

PASSED	DURATION - 2.645 s	Steps	
/ 2:22:00.542 PM // 2:22:03.187 PM /		Total - 2 Pass - 2 Fail - 0 Skip - 0	2
Result And Statistics			
@ResultAndStatistics @ResultAndStatisticsTest2			

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.608 s
2	Then I Verify The Result Panel When "Small" Wins	PASSED	0.002 s
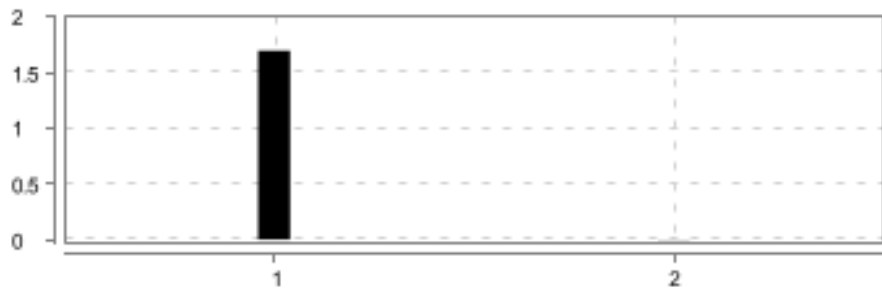
RS Test 3: Checking The Data Displayed On Result Panel When Any Triple Wins

SKIPPED	DURATION - 5.759 s
/ 2:22:03.195 PM // 2:22:08.954 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest3	

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	4.715 s
2	Then I Verify The Result Panel When "Any Triple" Wins	SKIPPED	0.003 s

org.testng.SkipException: No value present
   at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)
   at modules.ResultAndStatistics.ResAndStatsTest3.verify(ResAndStatsTest3.java:38)
   at steps.ResultAndStatistics.Steps.iVerifyTheResultPanelWhenWins(Steps.java:65)
   at ?.I Verify The Result Panel When "Any Triple" Wins(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%203/ResultAndStatistics.feature:41)
Caused by: java.util.NoSuchElementException: No value present
   at java.base/java.util.Optional.orElseThrow(Optional.java:377)
   at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)
   at modules.ResultAndStatistics.ResAndStatsTest3.verify(ResAndStatsTest3.java:38)
   at steps.ResultAndStatistics.Steps.iVerifyTheResultPanelWhenWins(Steps.java:65)
   at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)
   at java.base/java.lang.reflect.Method.invoke(Method.java:577)
   at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)
   at io.cucumber.java.Invoker.invoke(Invoker.java:24)
   at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)
   at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)
   at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)
   at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)
   at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)
   at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)
   at io.cucumber.core.runner.TestStep.run(TestStep.java:57)
   at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)
   at io.cucumber.core.runner.TestCase.run(TestCase.java:95)
   at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)
   at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)
   at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)
   at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)

#	Step / Hook Details	Status	Duration
	at io.cumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
* Not displayable characters are replaced by '?'.			

RS Test 1 Of 4: Checking The Big Percentage Displayed On Statistics

PASSED	DURATION - 2.727 s
/ 2:22:08.963 PM // 2:22:11.690 PM /	
Result And Statistics	
@ResultAndStatisticsTest4_1 @ResultAndStatistics	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.698 s
2	Then I Verify The "Big" Percentage Displayed	PASSED	0.003 s

RS Test 2 Of 4: Checking The Any Triple Percentage Displayed On Statistics

SKIPPED	DURATION - 2.454 s
/ 2:22:11.696 PM // 2:22:14.150 PM /	
Result And Statistics	
@ResultAndStatisticsTest4_2 @ResultAndStatistics	

Steps
Total - 2
Pass - 1
Fail - 0
Skip - 1
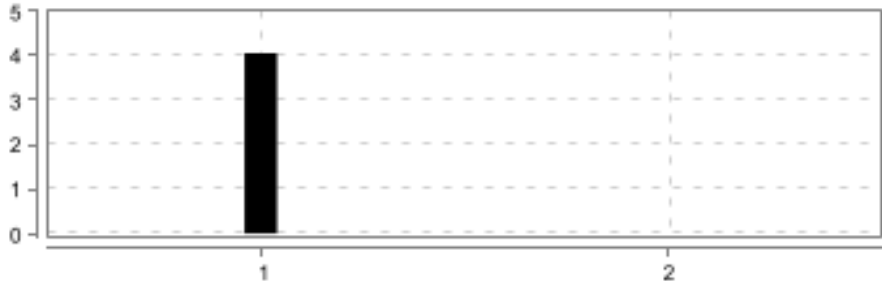
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.547 s
2	Then I Verify The "Any Triple" Percentage Displayed	SKIPPED	0.003 s

	org.testng.SkipException: No value present
	    at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)
	    at modules.ResultAndStatistics.ResAndStatsTest4_2.verify(ResAndStatsTest4_2.java:52)
	    at steps.ResultAndStatistics.Steps.iVerifyThePercentageDisplayed(Steps.java:73)
	    at ?.I Verify The "Any Triple" Percentage Displayed(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%203/ResultAndStatistics.feature:51)
	Caused by: java.util.NoSuchElementException: No value present
	    at java.base/java.util.Optional.orElseThrow(Optional.java:377)
	    at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)
	    at modules.ResultAndStatistics.ResAndStatsTest4_2.verify(ResAndStatsTest4_2.java:52)
	    at steps.ResultAndStatistics.Steps.iVerifyThePercentageDisplayed(Steps.java:73)		

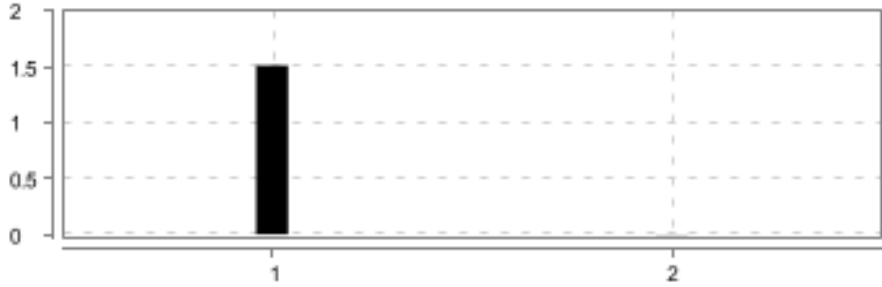| #	Step / Hook Details	Status	Duration
	at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)		
	at java.base/java.lang.reflect.Method.invoke(Method.java:577)		
	at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)		
	at io.cucumber.java.Invoker.invoke(Invoker.java:24)		
	at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)		
	at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)		
	at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)		
	at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)		
	at io.cucumber.core.runner.ExecutionMode$1.execute(ExecutionMode.java:10)		
	at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)		
	at io.cucumber.core.runner.TestStep.run(TestStep.java:57)		
	at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)		
	at io.cucumber.core.runner.TestCase.run(TestCase.java:95)		
	at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.lambdarun0(PickleRunners.java:151)		
	at io.cucumber.core.runtime.CucumberExecutionContext.lambda$runTestCase$3(CucumberExecutionContext.java:110)		
	at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)		
	at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)		
	at io.cucumber.junit.PickleRunners$NoStepDescriptions.run(PickleRunners.java:148)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)		
	at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)		
	at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)		
	at org.junit.runners.ParentRunner$4.run(ParentRunner.java:331)		
	at org.junit.runners.ParentRunner$1.schedule(ParentRunner.java:79)		
	at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)		
	at org.junit.runners.ParentRunner.access$100(ParentRunner.java:66)		
	at org.junit.runners.ParentRunner$2.evaluate(ParentRunner.java:293)		
	at io.cucumber.junit.Cucumber$RunBeforeAllHooks.evaluate(Cucumber.java:266)		
	at io.cucumber.junit.Cucumber$RunAfterAllHooks.evaluate(Cucumber.java:281)		
	at io.cucumber.junit.Cucumber$StartTestRun.evaluate(Cucumber.java:233)		
	at io.cucumber.junit.Cucumber$FinishTestRun.evaluate(Cucumber.java:248)		
	at org.junit.runners.ParentRunner$3.evaluate(ParentRunner.java:306)		

#	Step / Hook Details	Status	Duration
	at org.junit.runners.ParentRunner.run(ParentRunner.java:413)		
	at org.junit.runner.JUnitCore.run(JUnitCore.java:137)		
	at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater$1.execute(IdeaTestRunner.java:38)		
	at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)		
	at com.intellij.rt.junit.IdeaTestRunner$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)		
	at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)		
	at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)		
	* Not displayable characters are replaced by '?'.		

RS Test 3 Of 4: Checking The Small Percentage Displayed On Statistics

PASSED	DURATION - 5.063 s			Steps
/ 2:22:14.155 PM // 2:22:19.218 PM /				Total - 2
				Pass - 2
Result And Statistics				Fail - 0
				Skip - 0
@ResultAndStatisticsTest4_3 @ResultAndStatistics				
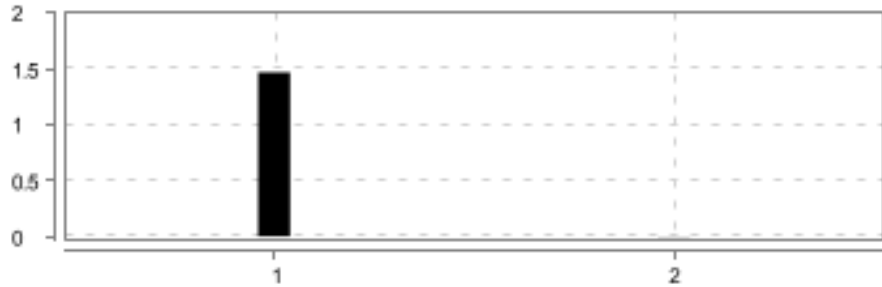
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	4.057 s
2	Then I Verify The "Small" Percentage Displayed	PASSED	0.001 s

RS Test 4 Of 4: Checking The Odd Percentage Displayed On Statistics

PASSED	DURATION - 2.565 s			Steps
/ 2:22:19.221 PM // 2:22:21.786 PM /				Total - 2
				Pass - 2
Result And Statistics				Fail - 0
				Skip - 0
@ResultAndStatisticsTest4_4 @ResultAndStatistics				
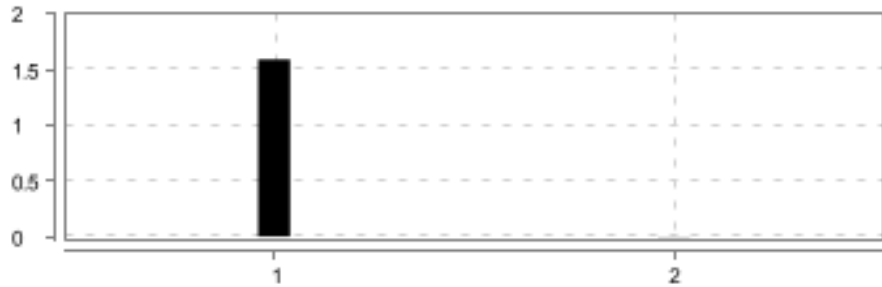
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.513 s
2	Then I Verify The "Odd" Percentage Displayed	PASSED	0.002 s

RS Test 5 Of 4: Checking The Even Percentage Displayed On Statistics

PASSED	DURATION - 2.529 s		Steps
/ 2:22:21.793 PM // 2:22:24.322 PM /			Total - 2
			Pass - 2
Result And Statistics			Fail - 0
			Skip - 0
@ResultAndStatisticsTest4_5 @ResultAndStatistics			
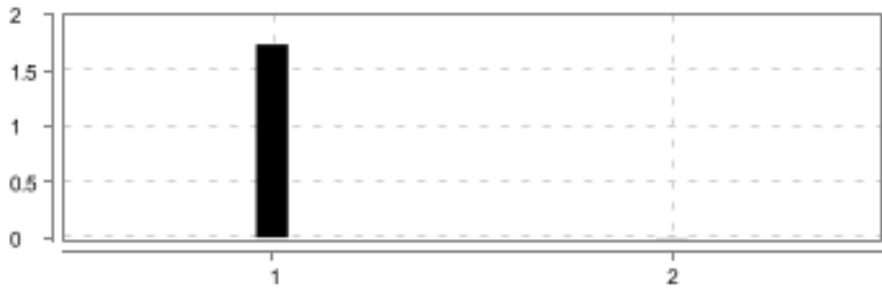
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.469 s
2	Then I Verify The "Even" Percentage Displayed	PASSED	0.002 s

RS Test 6 Of 4: Checking The Dice 1 Percentage Displayed On Statistics

PASSED	DURATION - 2.583 s		Steps
/ 2:22:24.328 PM // 2:22:26.911 PM /			Total - 2
			Pass - 2
Result And Statistics			Fail - 0
			Skip - 0
@ResultAndStatisticsTest4_6 @ResultAndStatistics			
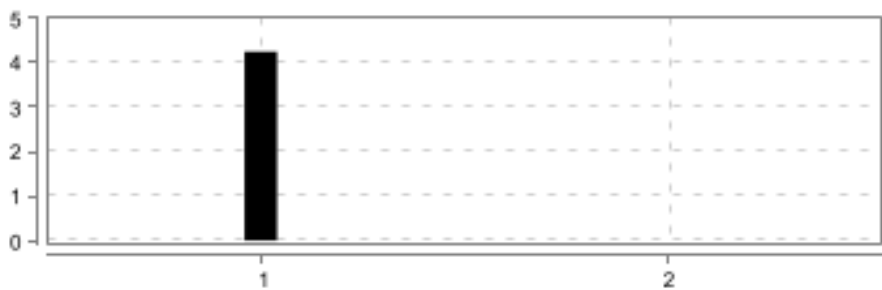
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.592 s
2	Then I Verify The "Dice 1" Percentage Displayed	PASSED	0.002 s

RS Test 7 Of 4: Checking The Dice 2 Percentage Displayed On Statistics

PASSED	DURATION - 2.699 s
/ 2:22:26.918 PM // 2:22:29.617 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_7	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0
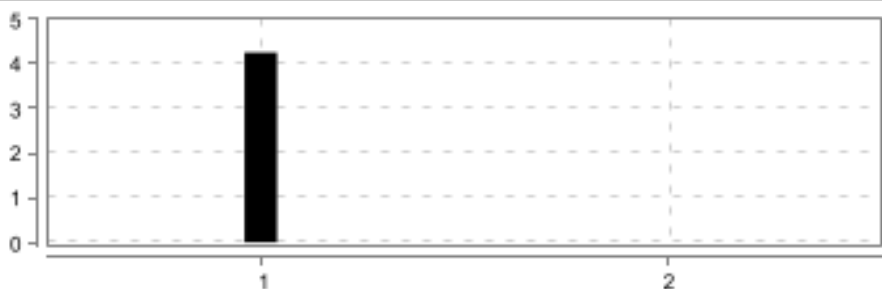
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.737 s
2	Then I Verify The "Dice 2" Percentage Displayed	PASSED	0.003 s

RS Test 8 Of 4: Checking The Dice 3 Percentage Displayed On Statistics

PASSED	DURATION - 5.297 s
/ 2:22:29.625 PM // 2:22:34.922 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_8	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0
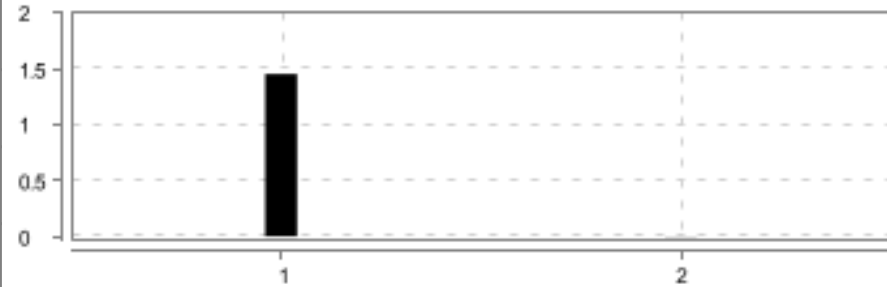
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	4.247 s
2	Then I Verify The "Dice 3" Percentage Displayed	PASSED	0.002 s

RS Test 9 Of 4: Checking The Dice 4 Percentage Displayed On Statistics

PASSED	DURATION - 5.293 s
/ 2:22:34.929 PM // 2:22:40.222 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_9	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0
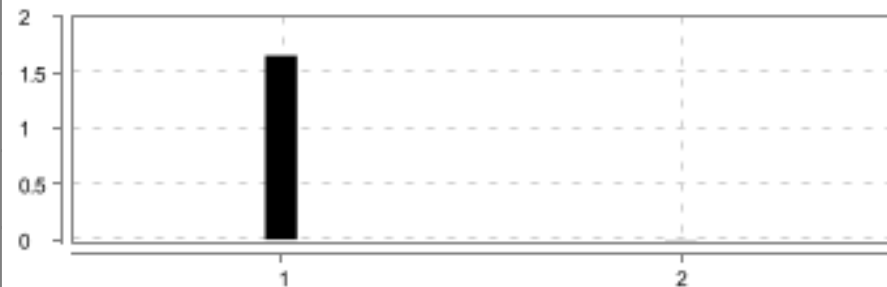
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	4.255 s
2	Then I Verify The "Dice 4" Percentage Displayed	PASSED	0.002 s

RS Test 10 Of 4: Checking The Dice 5 Percentage Displayed On Statistics

PASSED	DURATION - 2.507 s		Steps	
/ 2:22:40.229 PM // 2:22:42.736 PM /			Total - 2	
Result And Statistics			Pass - 2	
			Fail - 0	
			Skip - 0	
@ResultAndStatistics @ResultAndStatisticsTest4_10				
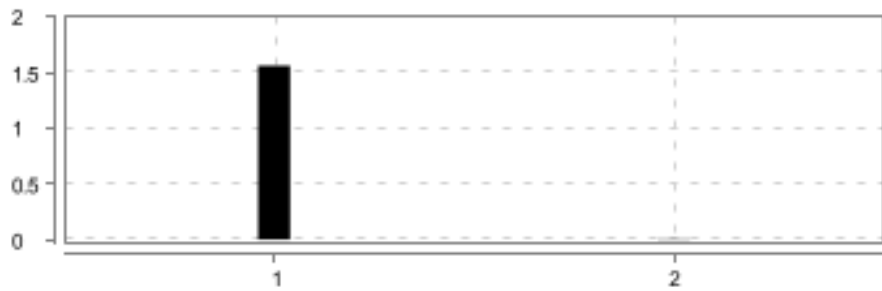
#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.454 s
2	Then I Verify The "Dice 5" Percentage Displayed	PASSED	0.002 s

RS Test 11 Of 4: Checking The Dice 6 Percentage Displayed On Statistics

PASSED	DURATION - 2.687 s		Steps	
/ 2:22:42.740 PM // 2:22:45.427 PM /			Total - 2	
Result And Statistics			Pass - 2	
			Fail - 0	
			Skip - 0	
@ResultAndStatistics @ResultAndStatisticsTest4_11				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.654 s
2	Then I Verify The "Dice 6" Percentage Displayed	PASSED	0.002 s

RS Test 12 Of 4: Checking The Hot Numbers Displayed On Statistics If They Win

PASSED	DURATION - 2.528 s
/ 2:22:45.432 PM // 2:22:47.960 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_12	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.563 s
2	Then I Verify The "Hot" Numbers Displayed If They "Win"	PASSED	0.006 s

RS Test 13 Of 4: Checking The Cold Numbers Displayed On Statistics If They Did Not Win

PASSED	DURATION - 2.560 s
/ 2:22:47.965 PM // 2:22:50.525 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_13	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.530 s
2	Then I Verify The "Cold" Numbers Displayed If They "Lose"	PASSED	0.002 s

RS Test 14 Of 4: Checking The Cold Numbers Displayed On Statistics If They Win

PASSED	DURATION - 9.627 s
/ 2:22:50.533 PM // 2:23:00.160 PM /	
Result And Statistics	
@ResultAndStatistics @ResultAndStatisticsTest4_14	

Steps
Total - 2
Pass - 2
Fail - 0
Skip - 0

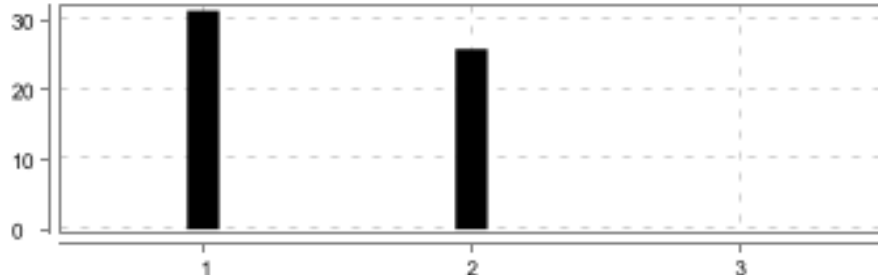| #	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	8.625 s
2	Then I Verify The "Cold" Numbers Displayed If They "Win"	PASSED	0.003 s

User Interface

PASSED	DURATION - 5 m 26.774 s	Scenarios	Steps
/ 2:23:00.166 PM // 2:28:26.940 PM /		Total - 6 Pass - 6 Fail - 0 Skip - 0	Total - 20 Pass - 20 Fail - 0 Skip - 0

UI Test 1: Checking The Thumbnail Of Live Sic Bo Revamp

PASSED	DURATION - 29.932 s		Steps
/ 2:23:00.166 PM // 2:23:30.098 PM /			Total - 2 Pass - 2 Fail - 0 Skip - 0
User Interface			
@UserInterfaceTest1 @UserInterface			
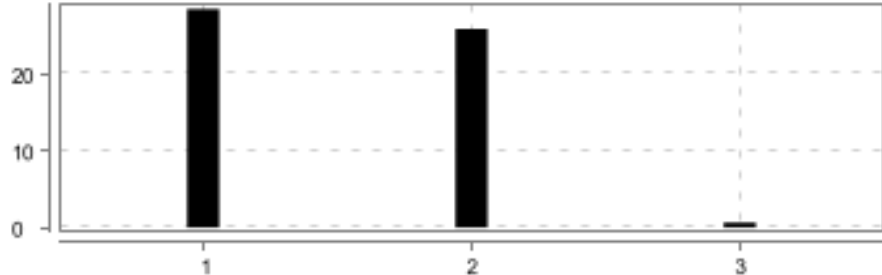
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.845 s
2	Then I Verify The Thumbnail Of Game	PASSED	0.065 s

UI Test 2: Launching Of Live Sic Bo Revamp

PASSED	DURATION - 58.309 s		Steps
/ 2:23:30.103 PM // 2:24:28.412 PM /			Total - 3 Pass - 3 Fail - 0 Skip - 0
User Interface			
@UserInterfaceTest2 @UserInterface			
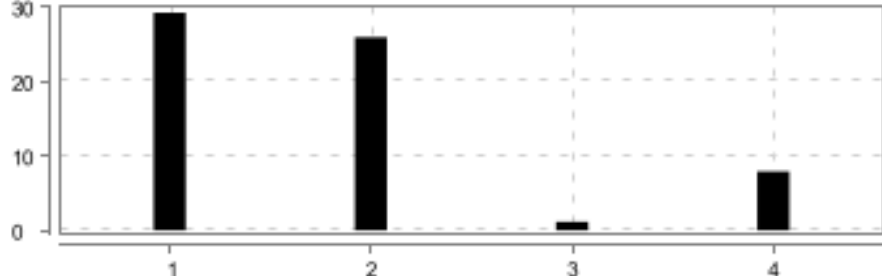
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.342 s
2	When I Join Live Sic Bo Revamp	PASSED	25.872 s
3	Then I Verify The Launching Of Game	PASSED	0.009 s

UI Test 3: Checking The UI Of Live Sic Bo Revamp Lobby

PASSED	DURATION - 56.044 s		Steps	
	/ 2:24:28.417 PM // 2:25:24.461 PM /		Total - 3	
			Pass - 3	
	User Interface		Fail - 0	3
			Skip - 0	
	@UserInterfaceTest3 @UserInterface			
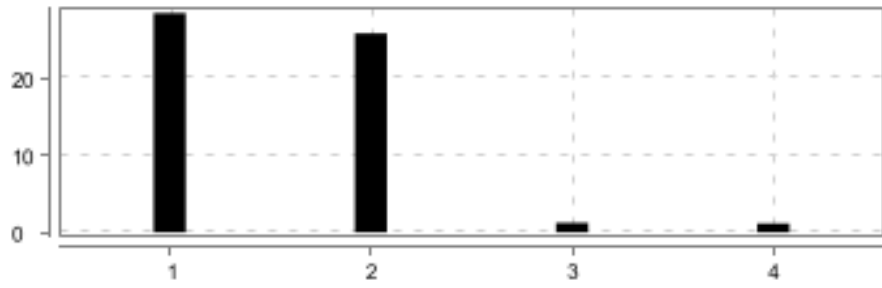
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.478 s
2	When I Join Live Sic Bo Revamp	PASSED	25.888 s
3	Then I Verify The Game Lobby	PASSED	0.655 s

UI Test 4: Checking The UI Of Live Sic Bo Revamp During Betting Phase

PASSED	DURATION - 1 m 5.238 s		Steps	
	/ 2:25:24.465 PM // 2:26:29.703 PM /		Total - 4	
			Pass - 4	
	User Interface		Fail - 0	4
			Skip - 0	
	@UserInterfaceTest4 @UserInterface			
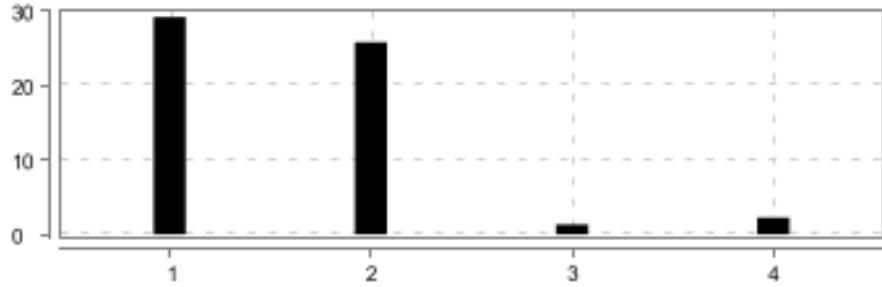
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.258 s
2	When I Join Live Sic Bo Revamp	PASSED	25.937 s
3	And I Enter The Dealer Table	PASSED	1.153 s
4	Then I Verify The UI Of Game During Betting Phase	PASSED	7.910 s

UI Test 5: Checking The UI Of Live Sic Bo Revamp During Dealing Phase

PASSED	DURATION - 57.620 s
/ 2:26:29.708 PM // 2:27:27.328 PM /	
User Interface	
@UserInterfaceTest5 @UserInterface	

Steps
Total - 4
Pass - 4
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.489 s
2	When I Join Live Sic Bo Revamp	PASSED	25.859 s
3	And I Enter The Dealer Table	PASSED	1.217 s
4	Then I Verify The UI Of Game During Dealing Phase	PASSED	1.133 s

UI Test 6: Checking The Mapping Of Live Sic Bo Betting Options

PASSED	DURATION - 59.606 s
/ 2:27:27.334 PM // 2:28:26.940 PM /	
User Interface	
@UserInterfaceTest6 @UserInterface	

Steps
Total - 4
Pass - 4
Fail - 0
Skip - 0

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.205 s
2	When I Join Live Sic Bo Revamp	PASSED	25.821 s
3	And I Enter The Dealer Table	PASSED	1.342 s
4	Then I Verify The Mapping Of Betting Options	PASSED	2.232 s