

# Cucumber Report

Feb 29, 2024, 2:03:28 PM

Start : Feb 29, 9:06:30.365 AM

End : Feb 29, 2:03:27.724 PM

Duration : 296 m 57.359 s

Features

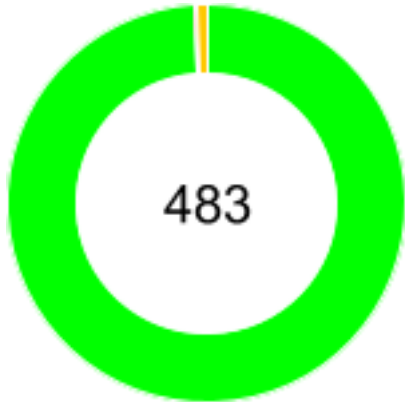
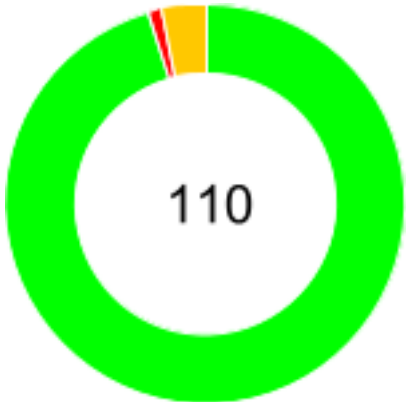
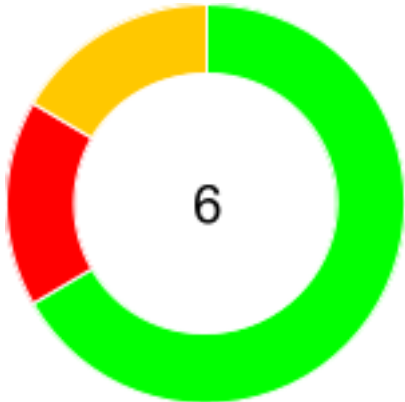
Scenarios

Steps

PASSED - 4  
FAILED - 1  
SKIPPED - 1

PASSED - 105  
FAILED - 1  
SKIPPED - 4

PASSED - 478  
FAILED - 1  
SKIPPED - 4



Feature		Scenario				Step			
Name	Duration	T	P	F	S	T	P	F	S
<u>Payout</u>	64 m 36.351 s	19	15	0	4	40	36	0	4
<u>Bet Information</u>	11 m 0.624 s	3	3	0	0	21	21	0	0
<u>Gameplay</u>	63 m 15.099 s	18	18	0	0	94	94	0	0
<u>Functionality</u>	96 m 20.196 s	46	46	0	0	270	270	0	0
<u>Result And Statistics</u>	54 m 13.896 s	18	17	1	0	38	37	1	0
<u>User Interface</u>	7 m 31.130 s	6	6	0	0	20	20	0	0

#	Feature Name	Scenario Name
1	<u>Payout</u>	<u>PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option</u>
2		<u>PO Test 8: Checking The Payout Calculation Of Three Dice Total 5 &amp; 16 Betting Option</u>
3		<u>PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option</u>
4		<u>PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option</u>
5	<u>Result And Statistics</u>	<u>RS Test 1 Of 4: Checking The Big Percentage Displayed On Statistics</u>

<b>TAG</b>	<b>Scenario</b>				<b>Feature</b>			
<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@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	1	0	0	1	0	0	1
@PayoutTest8	1	0	0	1	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

<b>TAG</b>	<b>Scenario</b>				<b>Feature</b>			
<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@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

<b>TAG</b>	<b>Scenario</b>				<b>Feature</b>			
<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@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

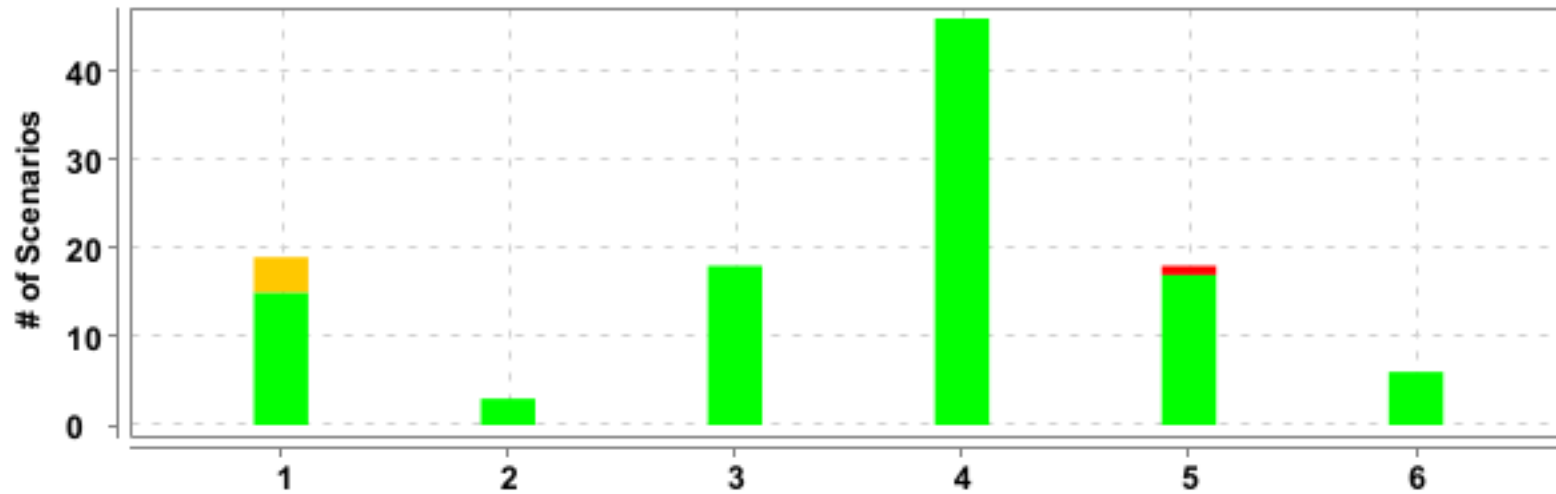
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<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@FunctionalityTest7	1	1	0	0	1	1	0	0
@FunctionalityTest8	1	1	0	0	1	1	0	0
@FunctionalityTest9	1	1	0	0	1	1	0	0
@FunctionalityTest11	1	1	0	0	1	1	0	0
@FunctionalityTest12	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

<b>TAG</b>	<b>Scenario</b>				<b>Feature</b>			
<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@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

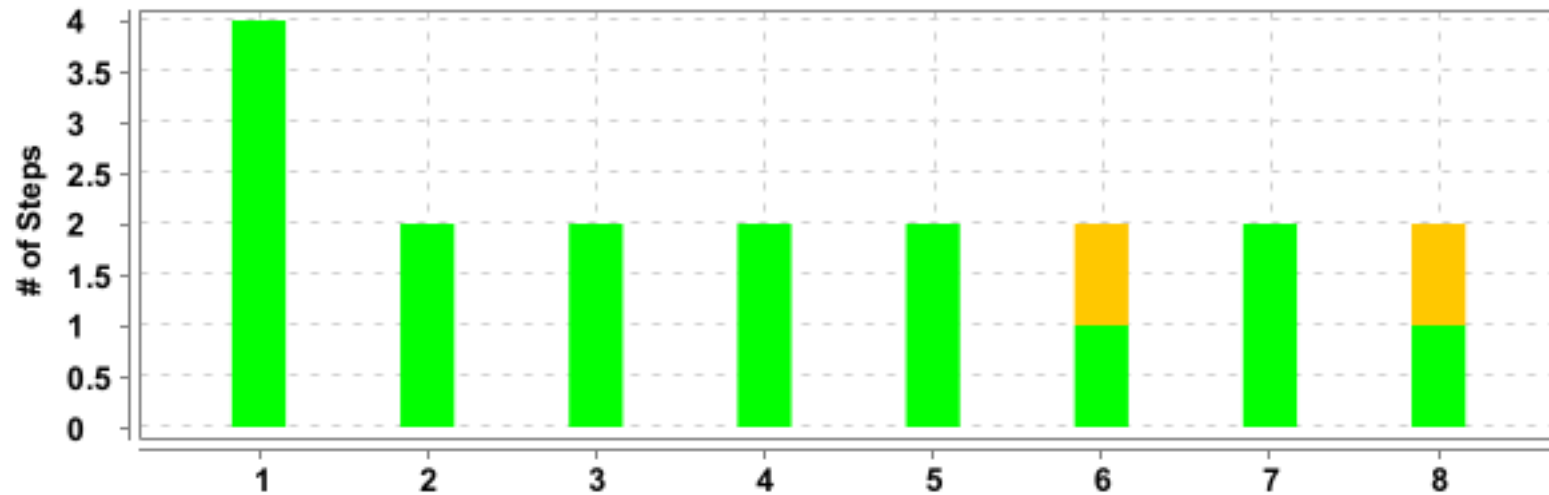


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<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@FunctionalityTest43	1	1	0	0	1	1	0	0
@FunctionalityTest44	1	1	0	0	1	1	0	0
@FunctionalityTest45	1	1	0	0	1	1	0	0
@FunctionalityTest46	1	1	0	0	1	1	0	0
@FunctionalityTest47	1	1	0	0	1	1	0	0
@FunctionalityTest48	1	1	0	0	1	1	0	0
@ResultAndStatisticsWait	1	1	0	0	1	0	1	0
@ResultAndStatistics	18	17	1	0	1	0	1	0
@ResultAndStatisticsTest1	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest2	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest3	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_1	1	0	1	0	1	0	1	0
@ResultAndStatisticsTest4_2	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_3	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_4	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_5	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_6	1	1	0	0	1	0	1	0

<b>TAG</b>	<b>Scenario</b>				<b>Feature</b>			
<b>Name</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>	<b>T</b>	<b>P</b>	<b>F</b>	<b>S</b>
@ResultAndStatisticsTest4_7	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_8	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_9	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_10	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_11	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_12	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_13	1	1	0	0	1	0	1	0
@ResultAndStatisticsTest4_14	1	1	0	0	1	0	1	0
@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

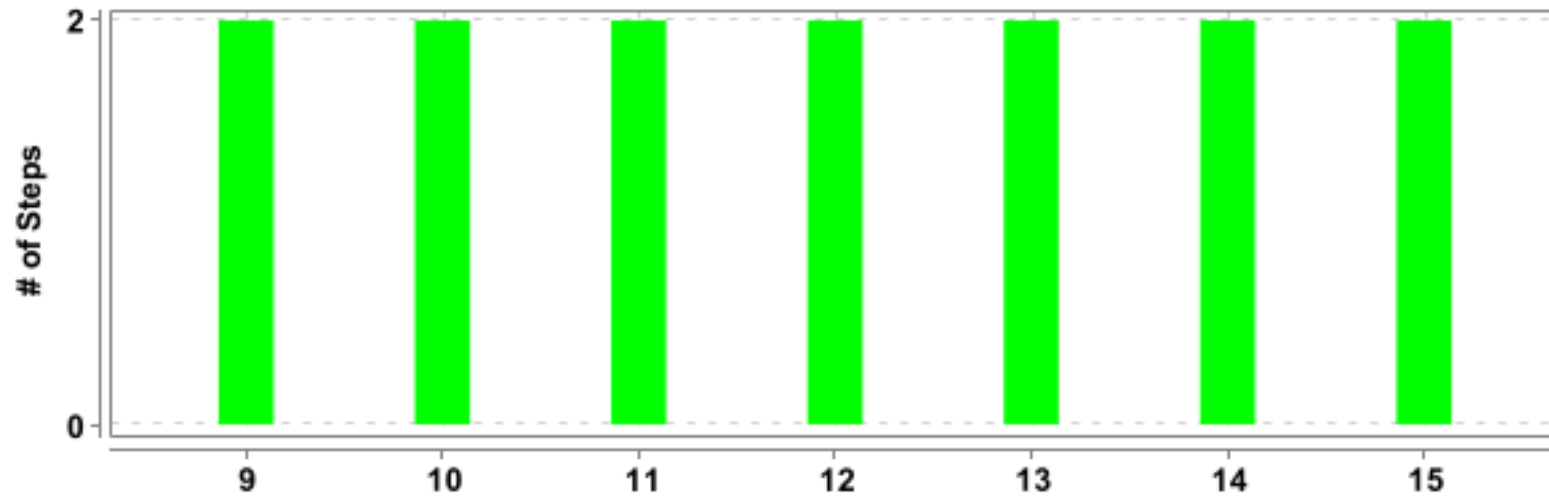


#	Feature Name	<i>T</i>	<i>P</i>	<i>F</i>	<i>S</i>	Duration
1	<u>Payout</u>	19	15	0	4	64 m 36.351 s
2	<u>Bet Information</u>	3	3	0	0	11 m 0.624 s
3	<u>Gameplay</u>	18	18	0	0	63 m 15.099 s
4	<u>Functionality</u>	46	46	0	0	96 m 20.196 s
5	<u>Result And Statistics</u>	18	17	1	0	54 m 13.896 s
6	<u>User Interface</u>	6	6	0	0	7 m 31.130 s

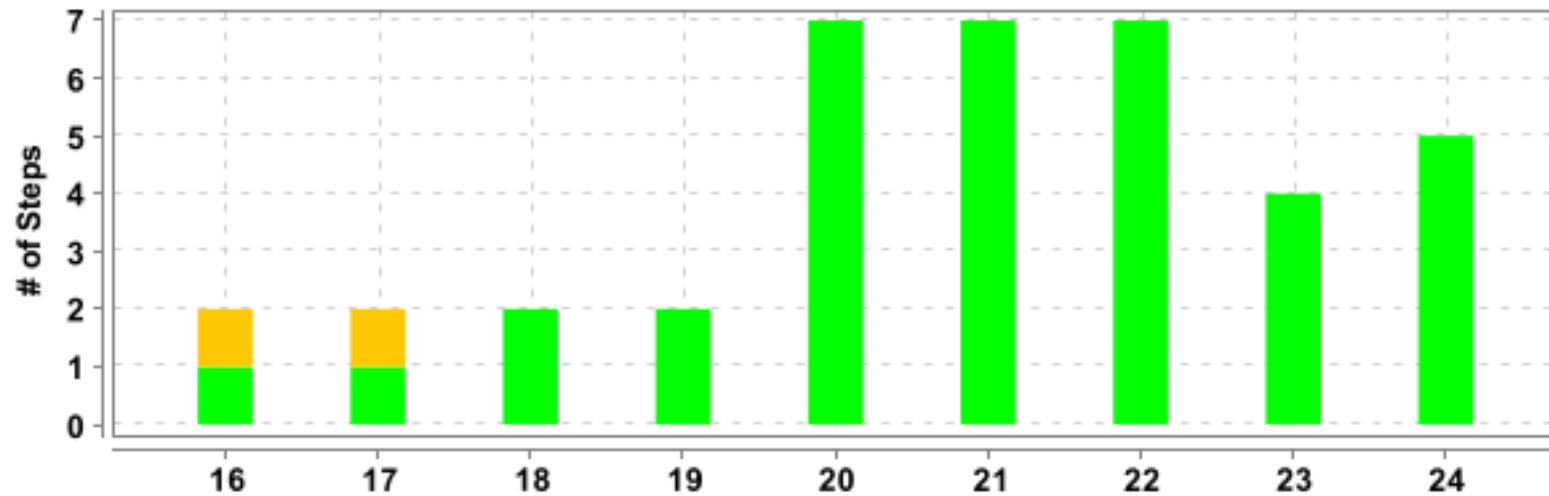


#	Feature Name	Scenario Name	T	P	F	S	Duration
1	<u>Payout</u>	<u>PO Fetch: Wait Until There Is A Round Result For Payout</u>	4	4	0	0	63 m 56.010 s
2		<u>PO Test 1: Checking The Payout Calculation Of Small Betting Option</u>	2	2	0	0	3.465 s
3		<u>PO Test 2: Checking The Payout Calculation Of Big Betting Option</u>	2	2	0	0	2.508 s
4		<u>PO Test 3: Checking The Payout Calculation Of Even Betting Option</u>	2	2	0	0	2.155 s
5		<u>PO Test 4: Checking The Payout Calculation Of Odd Betting Option</u>	2	2	0	0	2.090 s
6		<u>PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option</u>	2	1	0	1	2.150 s
7		<u>PO Test 7: Checking The Payout Calculation Of Three Dice Total 4 &amp; 17 Betting Option</u>	2	2	0	0	2.351 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
8		<u>PO Test 8: Checking The Payout Calculation Of Three Dice Total 5 &amp; 16 Betting Option</u>	2	1	0	1	2.164 s



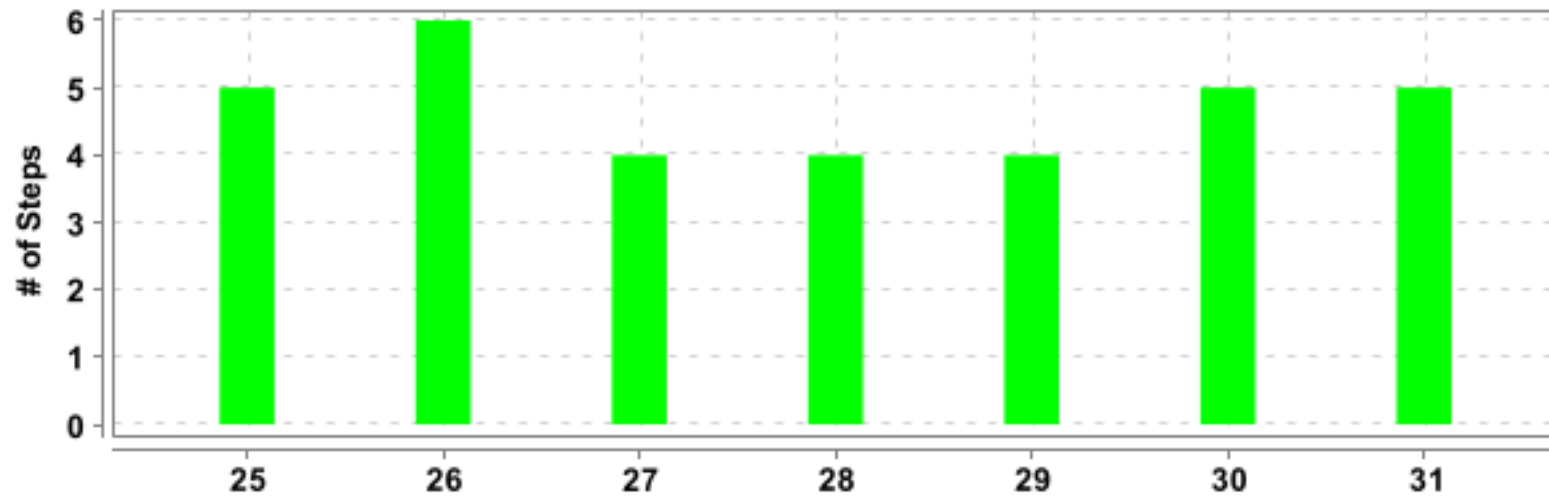
#	Feature Name	Scenario Name	T	P	F	S	Duration
9	<u>Payout</u>	<u>PO Test 9: Checking The Payout Calculation Of Three Dice Total 6 &amp; 15 Betting Option</u>	2	2	0	0	2.060 s
10		<u>PO Test 10: Checking The Payout Calculation Of Three Dice Total 7 &amp; 14 Betting Option</u>	2	2	0	0	2.215 s
11		<u>PO Test 11: Checking The Payout Calculation Of Three Dice Total 8 &amp; 13 Betting Option</u>	2	2	0	0	2.125 s
12		<u>PO Test 12: Checking The Payout Calculation Of Three Dice Total 9 &amp; 12 Betting Option</u>	2	2	0	0	2.027 s
13		<u>PO Test 13: Checking The Payout Calculation Of Three Dice Total 10 &amp; 11 Betting Option</u>	2	2	0	0	1.998 s
14		<u>PO Test 14: Checking The Payout Calculation Of 1 To 1 On One Dice Betting Option</u>	2	2	0	0	2.074 s
15		<u>PO Test 15: Checking The Payout Calculation Of 2 To 1 On One Dice Betting Option</u>	2	2	0	0	1.965 s



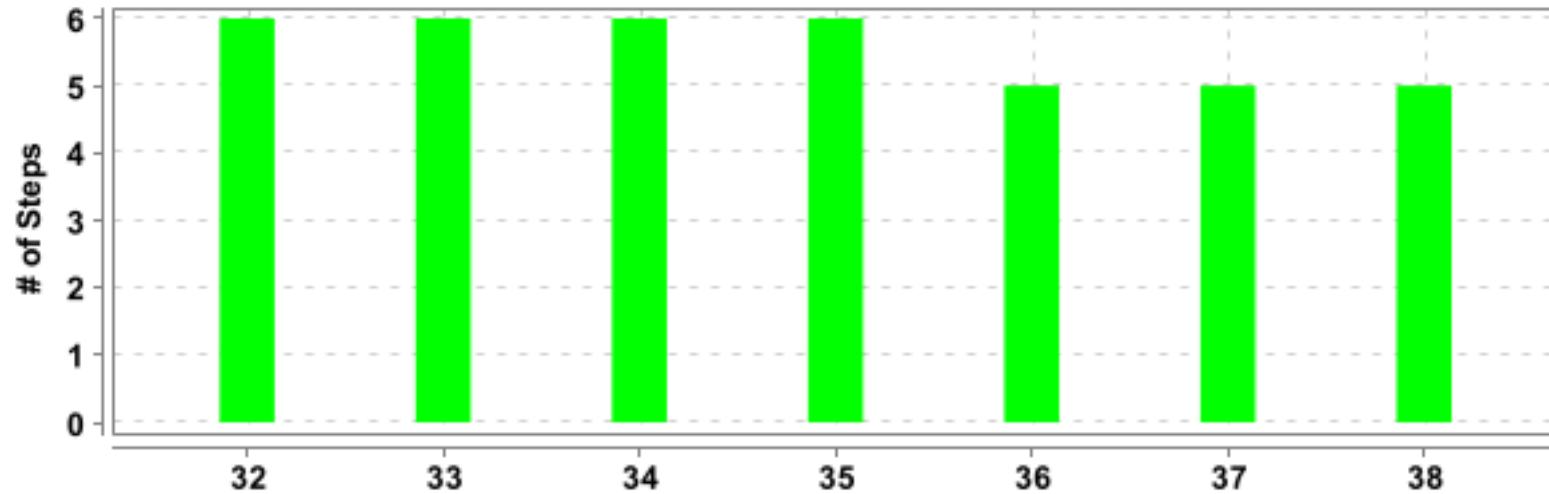
#	Feature Name	Scenario Name	T	P	F	S	Duration
16	<u>Payout</u>	<u>PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option</u>	2	1	0	1	2.254 s
17		<u>PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option</u>	2	1	0	1	2.042 s
18		<u>PO Test 18: Checking The Payout Calculation Of Two Dice Combo Betting Option</u>	2	2	0	0	2.087 s
19		<u>PO Test 19: Checking The Payout Calculation Of Specific Double Betting Option</u>	2	2	0	0	2.465 s
20	<u>Bet Information</u>	<u>BI Test 1: Checking Bet Information With Win Result</u>	7	7	0	0	3 m 21.461 s
21		<u>BI Test 2: Checking Bet Information With Lose Result</u>	7	7	0	0	4 m 57.157 s
22		<u>BI Test 3: Checking Bet Information With Multiple Bets</u>	7	7	0	0	2 m 41.991 s
23	<u>Gameplay</u>	<u>GP Test 1: Checking The Behavior Of The Game After Joining Table</u>	4	4	0	0	1 m 7.113 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
24		<u>GP Test 4: Checking The Behavior Of Chips After Clicking On Each Chips</u>	5	5	0	0	1 m 45.634 s

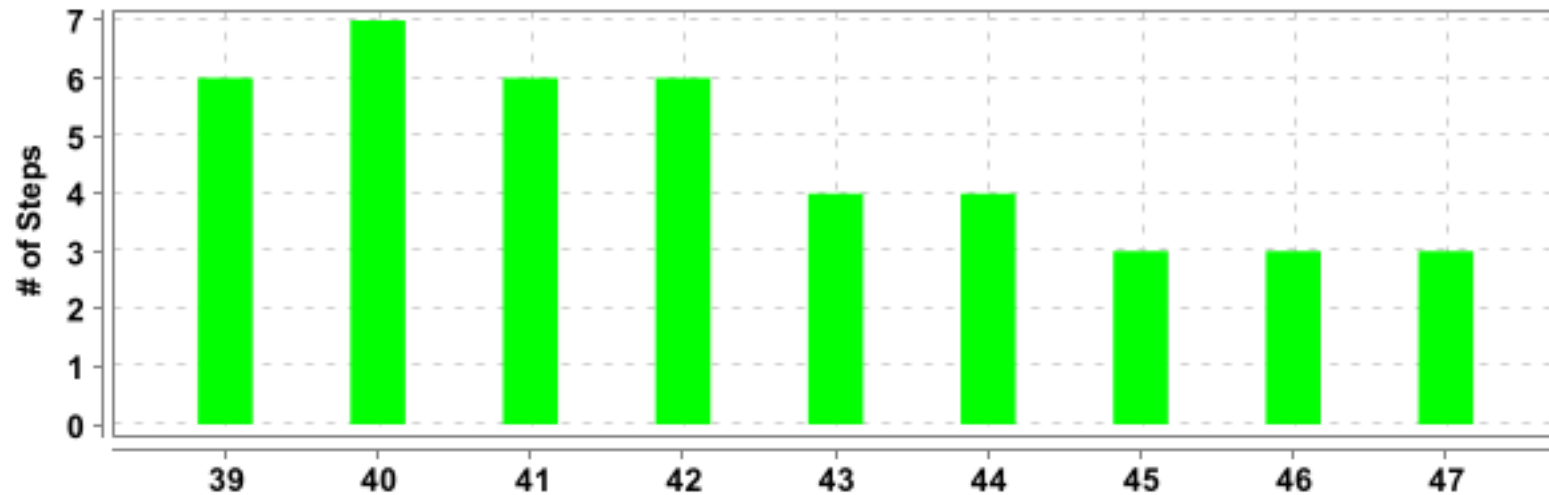




#	Feature Name	Scenario Name	T	P	F	S	Duration
25	<u>Gameplay</u>	<u>GP Test 5: Checking The Behavior Of The Game When Placed Bet On Any Betting Option</u>	5	5	0	0	1 m 55.976 s
26		<u>GP Test 6: Checking The Behavior Of The Game When Placed Bet And Did Not Confirm Until Less Than 10 Seconds</u>	6	6	0	0	2 m 50.114 s
27		<u>GP Test 7: Checking The Behavior Of The Game After A Round</u>	4	4	0	0	1 m 7.081 s
28		<u>GP Test 8: Checking The Behavior Of The Game After Joining Table With Betting Phase Open</u>	4	4	0	0	1 m 34.259 s
29		<u>GP Test 9: Checking The Behavior Of The Game After Joining Table With Betting Phase Close</u>	4	4	0	0	1 m 43.637 s
30		<u>GP Test 10: Checking The Behavior Of The Game When New Round Is Started</u>	5	5	0	0	3 m 35.404 s
31		<u>GP Test 11: Checking The Behavior Of The Game When Placed Bet On Each Betting Options</u>	5	5	0	0	2 m 42.076 s

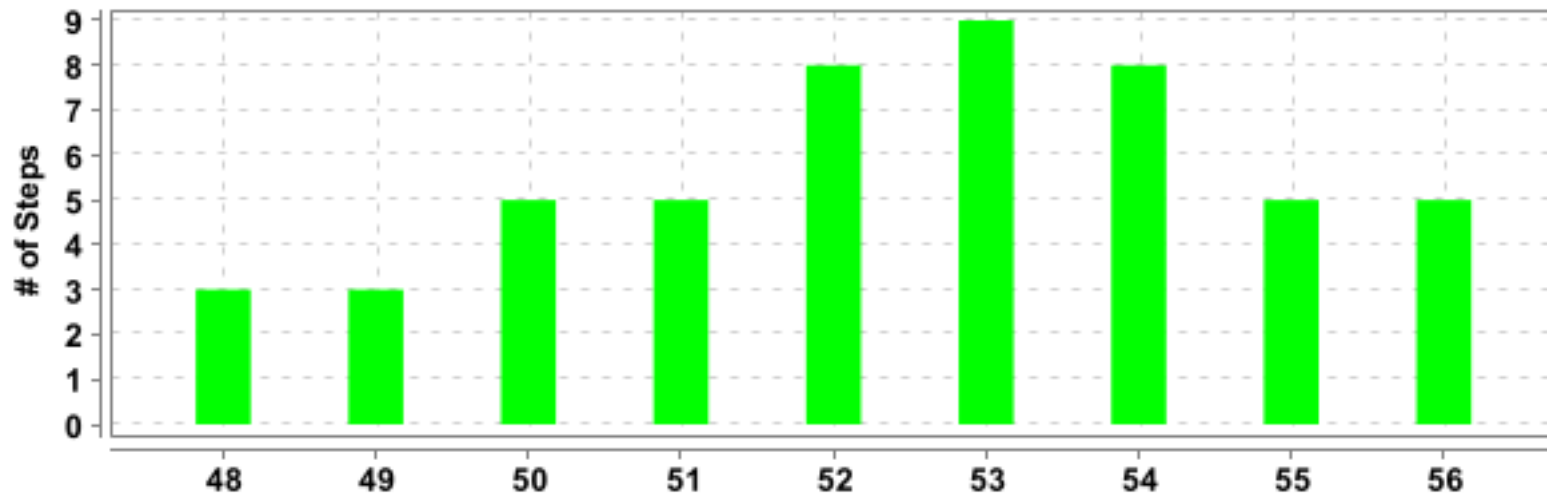


#	Feature Name	Scenario Name	T	P	F	S	Duration
32	<u>Gameplay</u>	<u>GP Test 12: Checking The Behavior Of The Game When Confirmed Bet Then Place And Confirm Bet Again</u>	6	6	0	0	3 m 14.444 s
33		<u>GP Test 13: Checking The Behavior Of The Game When Wins Round</u>	6	6	0	0	6 m 12.729 s
34		<u>GP Test 14: Checking The Behavior Of The Game When Did Not Bet For 8 Rounds</u>	6	6	0	0	11 m 46.548 s
35		<u>GP Test 15: Checking The Behavior Of The Game When Did Not Bet For 9 Rounds</u>	6	6	0	0	12 m 31.531 s
36		<u>GP Test 16: Checking The Behavior Of The Game When Placed Bet That Exceed Maximum Limit</u>	5	5	0	0	1 m 27.857 s
37		<u>GP Test 17: Checking The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options</u>	5	5	0	0	2 m 19.305 s
38		<u>GP Test 18: Checking The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options</u>	5	5	0	0	1 m 36.502 s



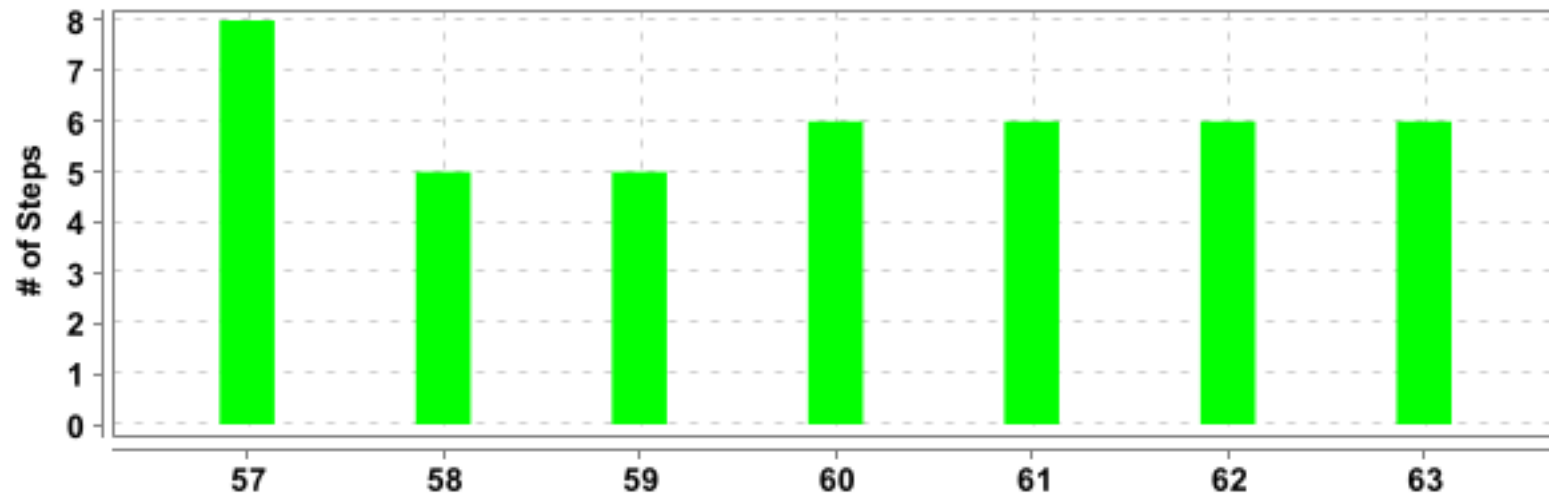
#	Feature Name	Scenario Name	T	P	F	S	Duration
39	<u>Gameplay</u>	<u>GP Test 19: Checking The Behavior Of The Game When Click Back Button While Confirmed Bet</u>	6	6	0	0	3 m 22.559 s
40		<u>GP Test 29: Checking The Behavior Of The Game When Placed Minimum Bet On Any Betting Options</u>	7	7	0	0	2 m 22.227 s
41	<u>Functionality</u>	<u>FT Test 1: Checking The Previous Results Displayed On The Game Lobby</u>	6	6	0	0	2 m 5.526 s
42		<u>FT Test 2: Checking The Functionality Of The Show/Hide Balance Button</u>	6	6	0	0	1 m 26.574 s
43		<u>FT Test 3: Checking The Functionality On Each Table Limit Button</u>	4	4	0	0	1 m 6.915 s
44		<u>FT Test 4: Checking The Functionality Of The Back Button On The Game Lobby</u>	4	4	0	0	1 m 40.325 s
45		<u>FT Test 5: Checking The Functionality Of The Big Counter</u>	3	3	0	0	1 m 6.467 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
46		<u>FT Test 6: Checking The Functionality Of The Small Counter</u>	3	3	0	0	1 m 5.391 s
47		<u>FT Test 7: Checking The Functionality Of The Triple Counter</u>	3	3	0	0	1 m 6.467 s

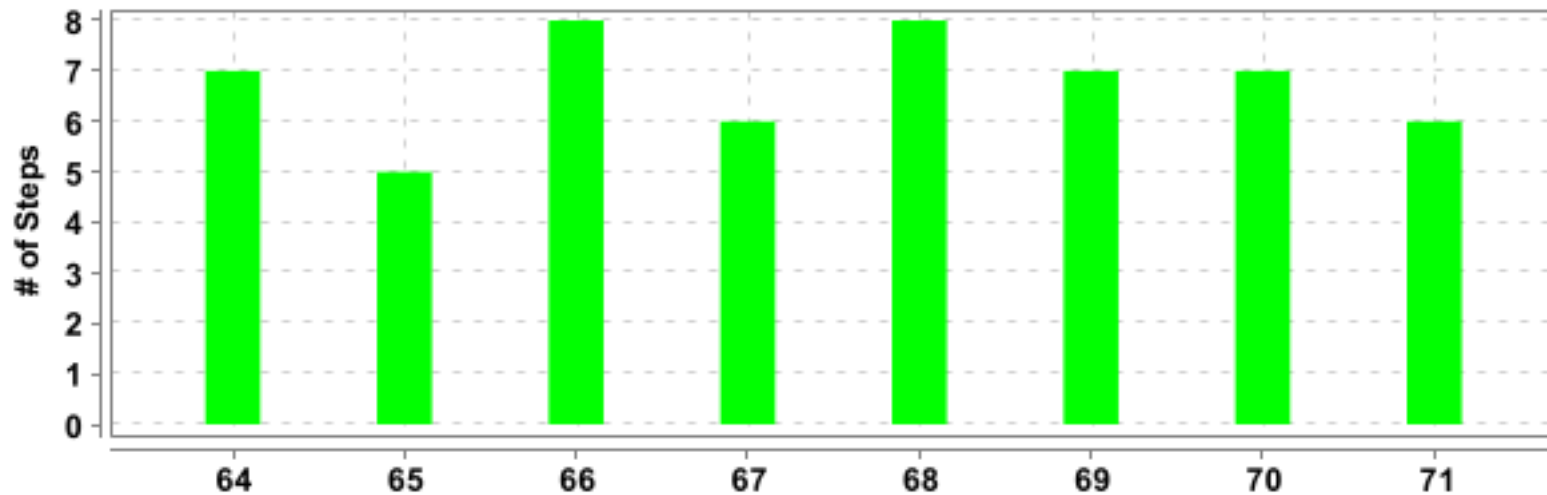


#	Feature Name	Scenario Name	T	P	F	S	Duration
48	<u>Functionality</u>	<u>FT Test 8: Checking The Functionality Of The Odd Counter</u>	3	3	0	0	1 m 6.341 s
49		<u>FT Test 9: Checking The Functionality Of The Even Counter</u>	3	3	0	0	1 m 6.242 s
50		<u>FT Test 11: Checking The Functionality Of The Menu Button</u>	5	5	0	0	1 m 9.465 s
51		<u>FT Test 12: Checking The Functionality Of My Bets In The Menu</u>	5	5	0	0	3 m 25.494 s
52		<u>FT Test 13: Checking The Functionality Of Settled Round In My Bets In The Menu</u>	8	8	0	0	2 m 23.618 s
53		<u>FT Test 14: Checking The Functionality Of The Details Button In Settled Rounds</u>	9	9	0	0	2 m 31.533 s
54		<u>FT Test 15: Checking The Functionality Of Running Round In My Bets In The Menu</u>	8	8	0	0	3 m 28.169 s
55		<u>FT Test 16: Checking The Functionality Of Limits And Payouts In The Menu</u>	5	5	0	0	1 m 13.882 s

#	Feature Name	Scenario Name	T	P	F	S	Duration
56		<u>FT Test 17: Checking The Functionality Of Help In The Menu</u>	5	5	0	0	1 m 11.758 s



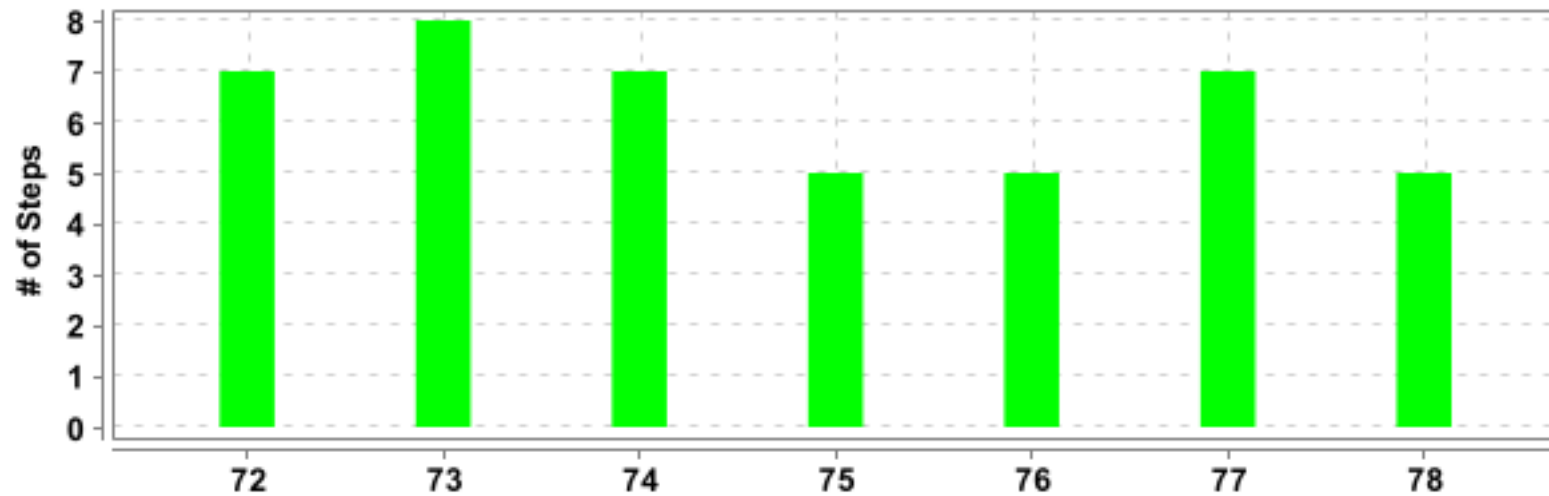
#	Feature Name	Scenario Name	T	P	F	S	Duration
57	Functionality	<u>FT Test 18: Checking The Functionality On Each Category In The Menu</u>	8	8	0	0	1 m 14.201 s
58		<u>FT Test 19: Checking The Functionality Of Settings In The Menu</u>	5	5	0	0	1 m 42.895 s
59		<u>FT Test 21: Checking The Functionality Of The Switch Table Button</u>	5	5	0	0	1 m 11.918 s
60		<u>FT Test 22: Checking The Functionality After Selecting Other Table In The Switch Table</u>	6	6	0	0	1 m 29.310 s
61		<u>FT Test 23: Checking The Functionality After Selecting Other Product In The Switch Table</u>	6	6	0	0	1 m 13.002 s
62		<u>FT Test 24: Checking The Functionality After Seating On Other Live Products Table</u>	6	6	0	0	1 m 15.918 s
63		<u>FT Test 25: Checking The Functionality Of The Table Limit Button</u>	6	6	0	0	1 m 13.131 s



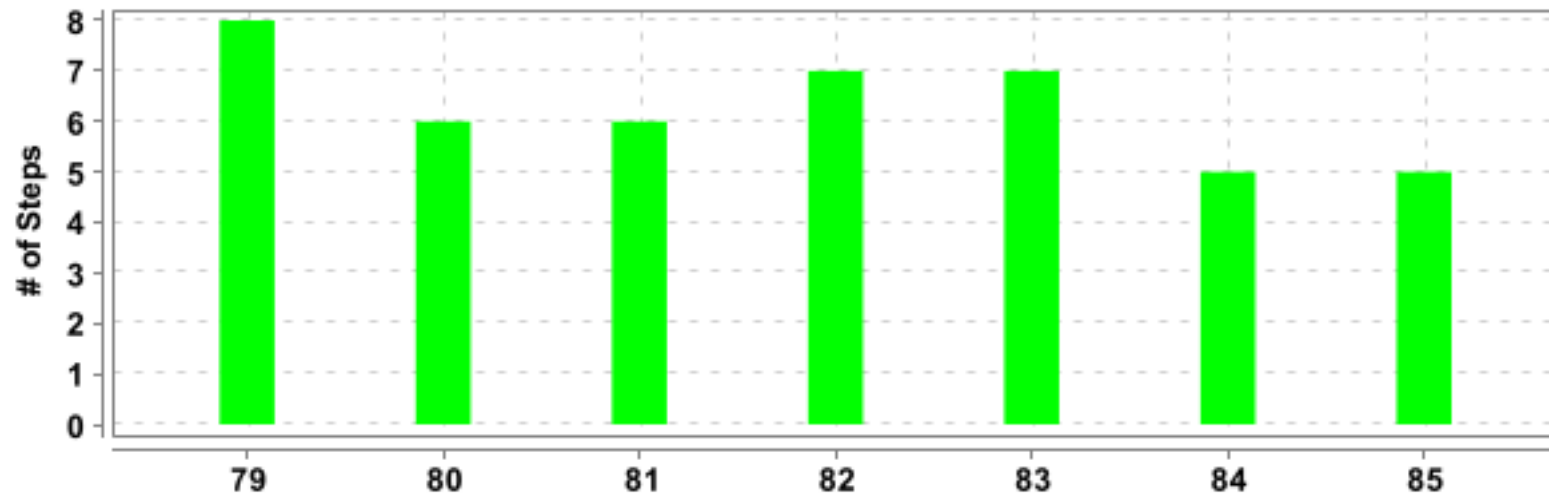
#	Feature Name	Scenario Name	T	P	F	S	Duration
64	<u>Functionality</u>	<u>FT Test 26: Checking The Functionality After Selecting Other Table Limit</u>	7	7	0	0	1 m 46.945 s
65		<u>FT Test 27: Checking The Functionality Of The Statistics Button</u>	5	5	0	0	2 m 23.836 s
66		<u>FT Test 28: Checking The Functionality Of The Expand Shrink Button</u>	8	8	0	0	1 m 41.996 s
67		<u>FT Test 29: Checking The Functionality Of The Edit Chips Button</u>	6	6	0	0	1 m 12.669 s
68		<u>FT Test 30: Checking The Functionality After Changing Betting Chips</u>	8	8	0	0	1 m 11.926 s
69		<u>FT Test 31: Checking The Functionality Of The Save Button In Chip Settings</u>	7	7	0	0	1 m 13.900 s
70		<u>FT Test 32: Checking The Functionality Of The Undo Button</u>	7	7	0	0	4 m 10.889 s



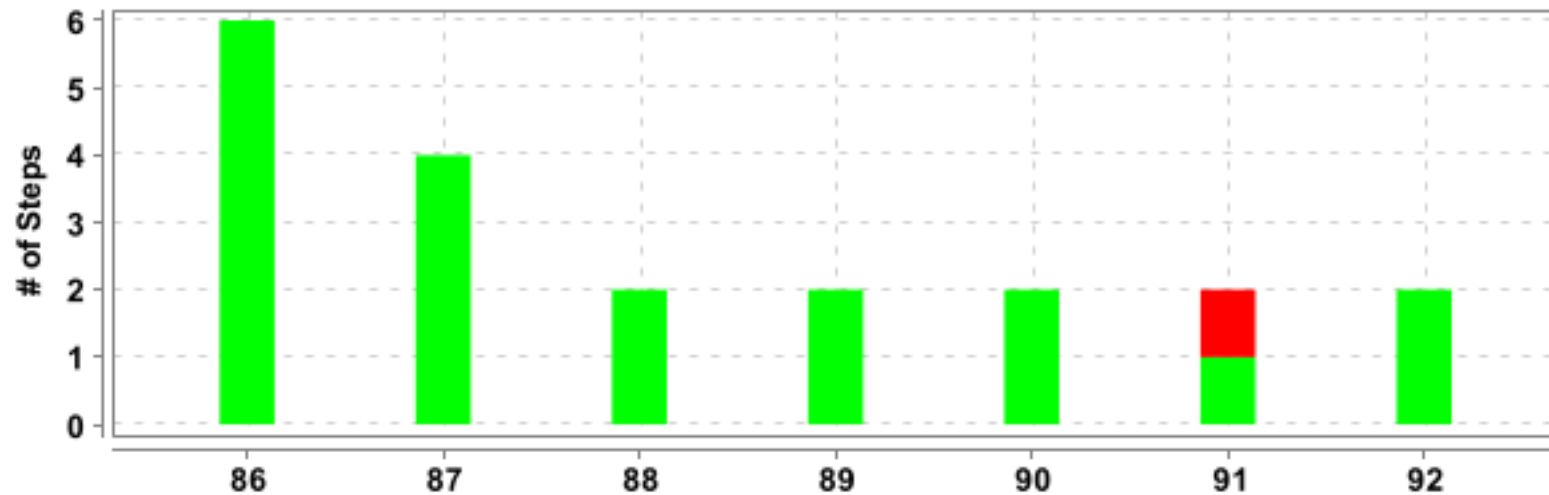
#	Feature Name	Scenario Name	T	P	F	S	Duration
71		<u>FT Test 33: Checking The Functionality Of Undo Button When Press And Hold</u>	6	6	0	0	3 m 15.625 s



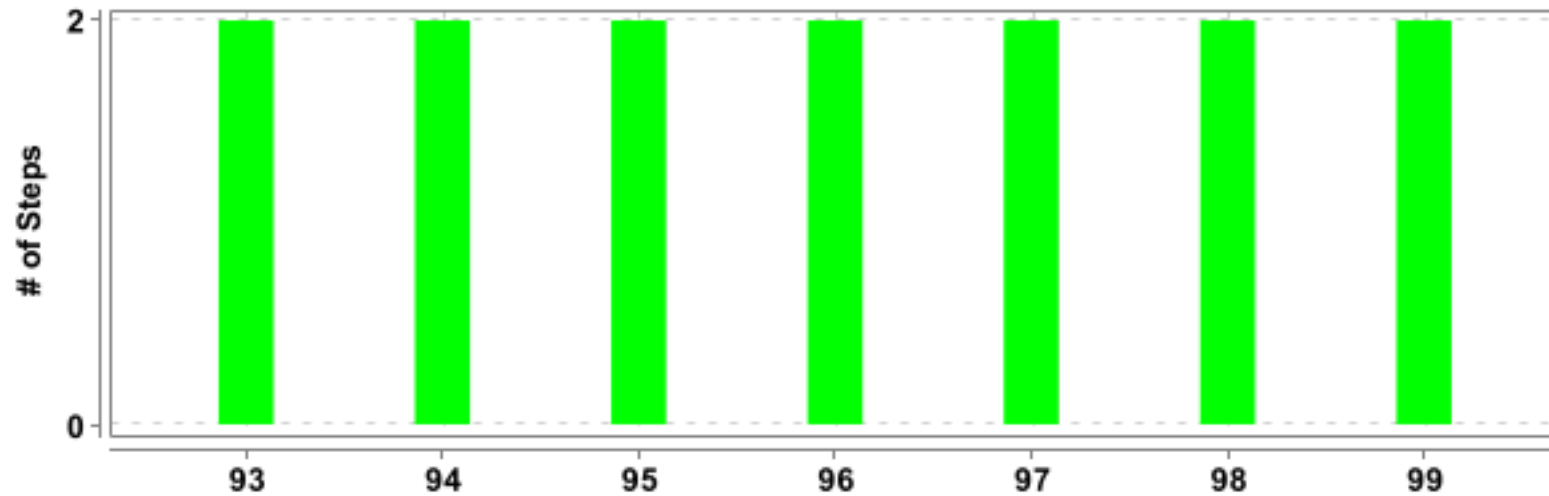
#	Feature Name	Scenario Name	T	P	F	S	Duration
72	<u>Functionality</u>	<u>FT Test 34: Checking The Functionality Of The Confirm Button</u>	7	7	0	0	3 m 20.685 s
73		<u>FT Test 35: Checking The Functionality Of The Top up And Confirm Button</u>	8	8	0	0	2 m 34.984 s
74		<u>FT Test 36: Checking The Functionality Of The Switch Table When Betting In Multiple Tables</u>	7	7	0	0	3 m 51.952 s
75		<u>FT Test 37: Checking The Functionality Of The Betting Timer Once It Starts</u>	5	5	0	0	3 m 36.479 s
76		<u>FT Test 38: Checking The Functionality Of The Betting Timer Once It Ends</u>	5	5	0	0	1 m 24.632 s
77		<u>FT Test 39: Checking The Functionality Of The Double Button</u>	7	7	0	0	1 m 53.555 s
78		<u>FT Test 40: Checking The Functionality Of Total Balance After Confirming Any Bets</u>	5	5	0	0	3 m 22.197 s



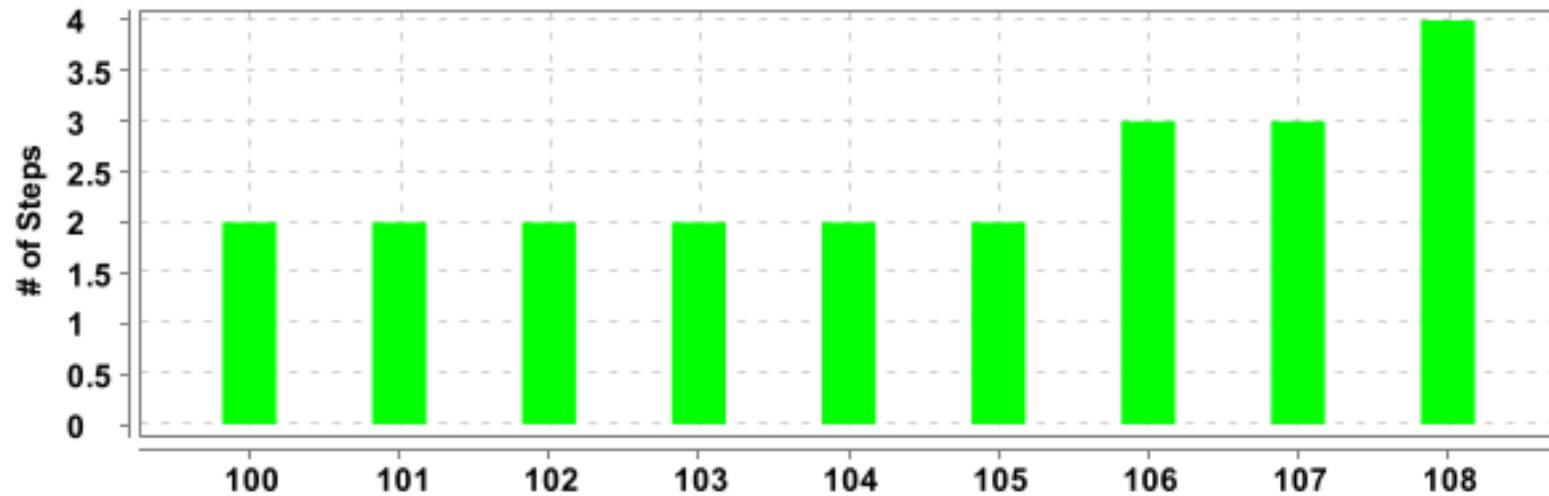
#	Feature Name	Scenario Name	T	P	F	S	Duration
79	<u>Functionality</u>	<u>FT Test 41: Checking The Functionality Of Total Balance After Confirming And Doubling Bets</u>	8	8	0	0	1 m 29.546 s
80		<u>FT Test 42: Checking The Functionality Of Total Balance After Winning Round</u>	6	6	0	0	8 m 33.059 s
81		<u>FT Test 43: Checking The Functionality After Betting Timer Reaches Last 10 Seconds And Not Confirming</u>	6	6	0	0	2 m 52.493 s
82		<u>FT Test 44: Checking The Functionality Of The Confirm Button On Popup Message</u>	7	7	0	0	2 m 59.987 s
83		<u>FT Test 45: Checking The Functionality Of The Not Now Button On Popup Message</u>	7	7	0	0	2 m 27.814 s
84		<u>FT Test 46: Checking The Functionality Of The Back Button On Game</u>	5	5	0	0	1 m 10.631 s
85		<u>FT Test 47: Checking The Functionality Of The Round Result History</u>	5	5	0	0	1 m 24.529 s



#	Feature Name	Scenario Name	T	P	F	S	Duration
86	<u>Functionality</u>	<u>FT Test 48: Checking The Functionality After Increasing A Placed Bet</u>	6	6	0	0	1 m 45.076 s
87	<u>Result And Statistics</u>	<u>RS Fetch: Wait Until There Is A Round Result For Result And Statistics</u>	4	4	0	0	53 m 34.987 s
88		<u>RS Test 1: Checking The Data Displayed On Result Panel When Big Wins</u>	2	2	0	0	2.304 s
89		<u>RS Test 2: Checking The Data Displayed On Result Panel When Small Wins</u>	2	2	0	0	2.247 s
90		<u>RS Test 3: Checking The Data Displayed On Result Panel When Any Triple Wins</u>	2	2	0	0	2.187 s
91		<u>RS Test 1 Of 4: Checking The Big Percentage Displayed On Statistics</u>	2	1	1	0	2.258 s
92		<u>RS Test 2 Of 4: Checking The Any Triple Percentage Displayed On Statistics</u>	2	2	0	0	2.025 s



#	Feature Name	Scenario Name	T	P	F	S	Duration
93	<u>Result And Statistics</u>	<u>RS Test 3 Of 4: Checking The Small Percentage Displayed On Statistics</u>	2	2	0	0	2.168 s
94		<u>RS Test 4 Of 4: Checking The Odd Percentage Displayed On Statistics</u>	2	2	0	0	2.355 s
95		<u>RS Test 5 Of 4: Checking The Even Percentage Displayed On Statistics</u>	2	2	0	0	2.449 s
96		<u>RS Test 6 Of 4: Checking The Dice 1 Percentage Displayed On Statistics</u>	2	2	0	0	3.351 s
97		<u>RS Test 7 Of 4: Checking The Dice 2 Percentage Displayed On Statistics</u>	2	2	0	0	2.183 s
98		<u>RS Test 8 Of 4: Checking The Dice 3 Percentage Displayed On Statistics</u>	2	2	0	0	2.177 s
99		<u>RS Test 9 Of 4: Checking The Dice 4 Percentage Displayed On Statistics</u>	2	2	0	0	2.236 s



#	Feature Name	Scenario Name	T	P	F	S	Duration
10-0	<u>Result And Statistics</u>	<u>RS Test 10 Of 4: Checking The Dice 5 Percentage Displayed On Statistics</u>	2	2	0	0	2.249 s
10-1		<u>RS Test 11 Of 4: Checking The Dice 6 Percentage Displayed On Statistics</u>	2	2	0	0	2.168 s
10-2		<u>RS Test 12 Of 4: Checking The Hot Numbers Displayed On Statistics If They Win</u>	2	2	0	0	2.252 s
10-3		<u>RS Test 13 Of 4: Checking The Cold Numbers Displayed On Statistics If They Did Not Win</u>	2	2	0	0	2.026 s
10-4		<u>RS Test 14 Of 4: Checking The Cold Numbers Displayed On Statistics If They Win</u>	2	2	0	0	2.199 s
10-5	<u>User Interface</u>	<u>UI Test 1: Checking The Thumbnail Of Live Sic Bo Revamp</u>	2	2	0	0	29.801 s
10-6		<u>UI Test 2: Launching Of Live Sic Bo Revamp</u>	3	3	0	0	1 m 6.312 s

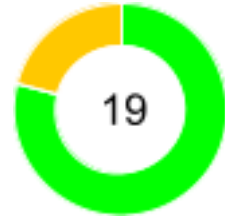
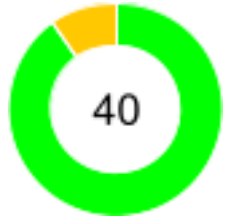
#	Feature Name	Scenario Name	T	P	F	S	Duration
10-7		<u>UI Test 3: Checking The UI Of Live Sic Bo Revamp Lobby</u>	3	3	0	0	1 m 6.706 s
10-8		<u>UI Test 4: Checking The UI Of Live Sic Bo Revamp During Betting Phase</u>	4	4	0	0	1 m 12.351 s



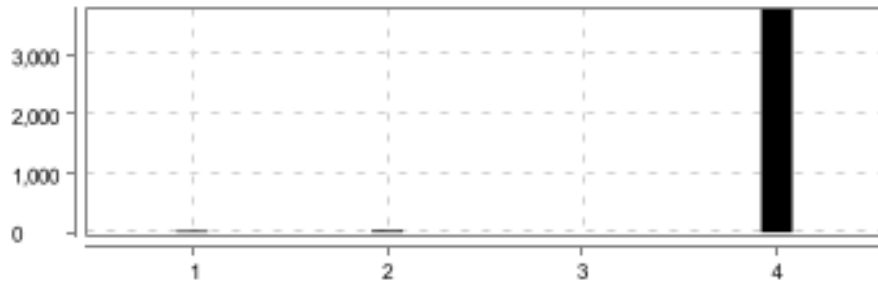

#	Feature Name	Scenario Name	T	P	F	S	Duration
10-9	<u>User Interface</u>	<u>UI Test 5: Checking The UI Of Live Sic Bo Revamp During Dealing Phase</u>	4	4	0	0	2 m 26.393 s
11-0		<u>UI Test 6: Checking The Mapping Of Live Sic Bo Revamp Betting Options</u>	4	4	0	0	1 m 9.544 s



## Payout

SKIPPED	DURATION - 64 m 36.351 s	Scenarios Total - 19 Pass - 15 Fail - 0 Skip - 4		Steps Total - 40 Pass - 36 Fail - 0 Skip - 4	
/ 9:06:30.365 AM // 10:11:06.716 AM /					



## PO Fetch: Wait Until There Is A Round Result For Payout

PASSED		DURATION - 63 m 56.010 s			Steps Total - 4 Pass - 4 Fail - 0 Skip - 0	
/ 9:06:30.369 AM // 10:10:26.379 AM /						
Payout						
@Payout @PayoutWait @Maintenance						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.537 s
2	When I Join Live Sic Bo Revamp	PASSED	36.028 s
3	And I Enter The Dealer Table	PASSED	1.328 s
4	Then I Place A Bet Until There Is A Round Result For All Payouts	PASSED	62 m 48.145 s
	<div>Small</div> <div>Big</div> <div>Even</div> <div>Odd</div> <div>Any Triple</div> <div>Three Dice Total 4 &amp; 17</div> <div>Three Dice Total 5 &amp; 16</div> <div>Three Dice Total 6 &amp; 15</div> <div>Three Dice Total 7 &amp; 14</div> <div>Three Dice Total 8 &amp; 13</div> <div>Three Dice Total 9 &amp; 12</div> <div>Three Dice Total 10 &amp; 11</div> <div>1 To 1 On One Dice</div>		

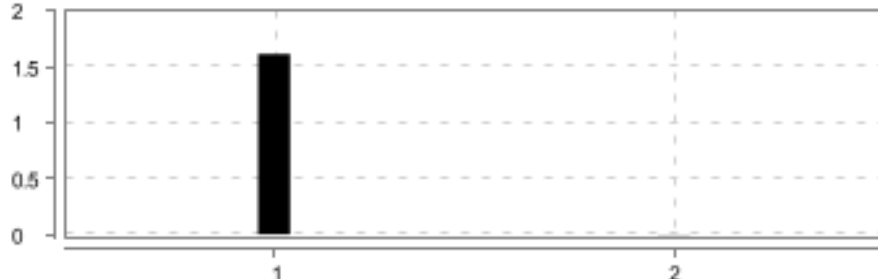

#	Step / Hook Details	Status	Duration
	<div>2 To 1 On One Dice</div> <div>3 To 1 On One Dice</div> <div>Specific Triple</div> <div>Two Dice Combo</div> <div>Specific Double</div>		

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

<b>PASSED</b>	DURATION - 3.465 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 10:10:26.400 AM // 10:10:29.865 AM /				
Payout				
@Payout @PayoutTest1 @Maintenance				

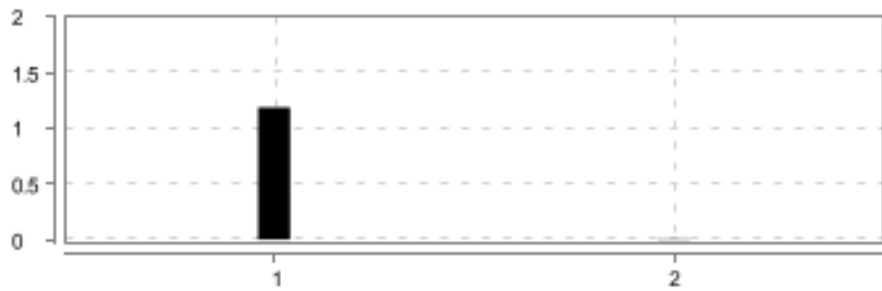

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	2.472 s
2	Then I Verify The Payout Calculation Of "Small" Betting Option	PASSED	0.007 s

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

<b>PASSED</b>	DURATION - 2.508 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 10:10:29.877 AM // 10:10:32.385 AM /				
Payout				
@Payout @Maintenance @PayoutTest2				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.615 s
2	Then I Verify The Payout Calculation Of "Big" Betting Option	PASSED	0.002 s

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

<div>PASSED</div> <div>DURATION - 2.155 s</div>		<div></div>	<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 10:10:32.391 AM // 10:10:34.546 AM /				
Payout				
@Payout @PayoutTest3 @Maintenance				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.187 s
2	Then I Verify The Payout Calculation Of "Even" Betting Option	PASSED	0.006 s

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

<div>PASSED</div>	<div>DURATION - 2.090 s</div>	<div></div>	<div><div>Steps</div><div>Total - 2</div><div>Pass - 2</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
<div>/ 10:10:34.558 AM // 10:10:36.648 AM /</div>				
<div>Payout</div>				
<div>@Payout @PayoutTest4 @Maintenance</div>				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.165 s
2	Then I Verify The Payout Calculation Of "Odd" Betting Option	PASSED	0.001 s

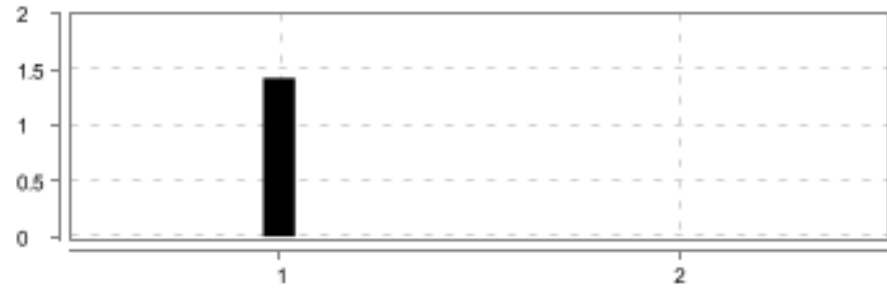

### PO Test 6: Checking The Payout Calculation Of Any Triple Betting Option

SKIPPED	DURATION - 2.150 s		<div>Steps</div> <div>Total - 2</div> <div>Pass - 1</div> <div>Fail - 0</div> <div>Skip - 1</div>	
/ 10:10:36.654 AM // 10:10:38.804 AM /				
Payout				
@Payout @PayoutTest6 @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.187 s
2	Then I Verify The Payout Calculation Of "Any Triple" Betting Option  <pre> 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.lambda\$run\$0(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) </pre>	SKIPPED	0.008 s

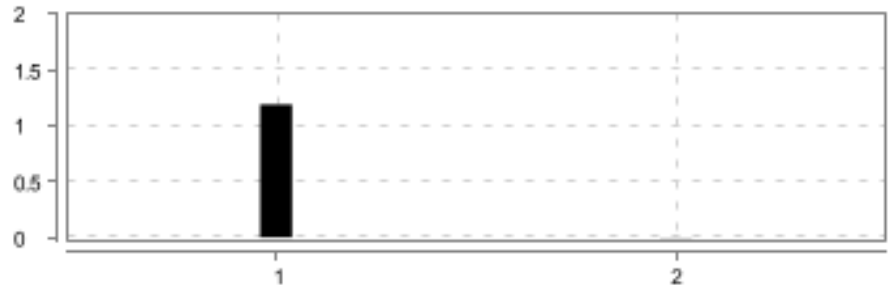
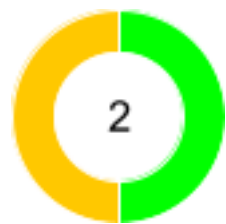
#	Step / Hook Details	Status	Duration
	<pre> at org.junit.runners.ParentRunner.run(ParentRunner.java:413) at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137) at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196) at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89) at org.junit.runners.ParentRunner\$4.run(ParentRunner.java:331) 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) </pre> <p>* Not displayable characters are replaced by '?'. </p>		

### PO Test 7: Checking The Payout Calculation Of Three Dice Total 4 & 17 Betting Option

<b>PASSED</b>	<b>DURATION - 2.351 s</b>		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 10:10:38.815 AM // 10:10:41.166 AM /				
<b>Payout</b>				
@PayoutTest7 @Payout @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.424 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 4 & 17" Betting Option	PASSED	0.001 s

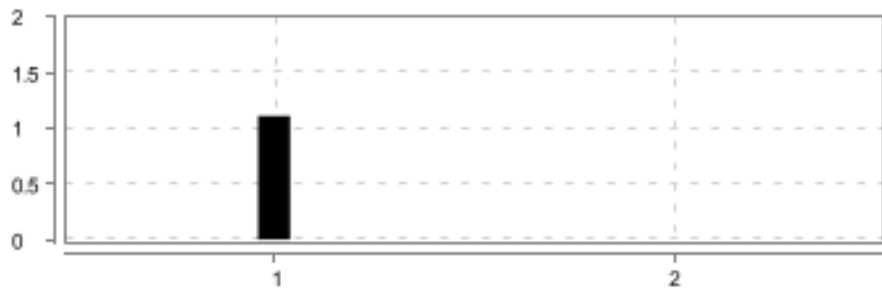

## PO Test 8: Checking The Payout Calculation Of Three Dice Total 5 & 16 Betting Option

SKIPPED	DURATION - 2.164 s		<div>Steps</div> <div>Total - 2</div> <div>Pass - 1</div> <div>Fail - 0</div> <div>Skip - 1</div>	
/ 10:10:41.172 AM // 10:10:43.336 AM /				
Payout				
@PayoutTest8 @Payout @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.192 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 5 & 16" Betting Option	SKIPPED	0.002 s
	<pre> 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:62)     at ?.I Verify The Payout Calculation Of "Three Dice Total 5 &amp; 16" Betting Option(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%201/Payout.feature:62) 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:62)     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.lambda\$run\$0(PickleRunners.java:151) </pre>		



#	Step / Hook Details	Status	Duration
	<p>at io.cucumber.core.runtime.CucumberExecutionContext.lambda\$runTestCase\$3(CucumberExecutionContext.java:110)</p> <p>at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)</p> <p>at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)</p> <p>at io.cucumber.junit.PickleRunners\$NoStepDescriptions.run(PickleRunners.java:148)</p> <p>at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)</p> <p>at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)</p> <p>at org.junit.runners.ParentRunner\$4.run(ParentRunner.java:331)</p> <p>at org.junit.runners.ParentRunner\$1.schedule(ParentRunner.java:79)</p> <p>at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)</p> <p>at org.junit.runners.ParentRunner.access\$100(ParentRunner.java:66)</p> <p>at org.junit.runners.ParentRunner\$2.evaluate(ParentRunner.java:293)</p> <p>at org.junit.runners.ParentRunner\$3.evaluate(ParentRunner.java:306)</p> <p>at org.junit.runners.ParentRunner.run(ParentRunner.java:413)</p> <p>at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)</p> <p>at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)</p> <p>at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)</p> <p>at org.junit.runners.ParentRunner\$4.run(ParentRunner.java:331)</p> <p>at org.junit.runners.ParentRunner\$1.schedule(ParentRunner.java:79)</p> <p>at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)</p> <p>at org.junit.runners.ParentRunner.access\$100(ParentRunner.java:66)</p> <p>at org.junit.runners.ParentRunner\$2.evaluate(ParentRunner.java:293)</p> <p>at io.cucumber.junit.Cucumber\$RunBeforeAllHooks.evaluate(Cucumber.java:266)</p> <p>at io.cucumber.junit.Cucumber\$RunAfterAllHooks.evaluate(Cucumber.java:281)</p> <p>at io.cucumber.junit.Cucumber\$StartTestRun.evaluate(Cucumber.java:233)</p> <p>at io.cucumber.junit.Cucumber\$FinishTestRun.evaluate(Cucumber.java:248)</p> <p>at org.junit.runners.ParentRunner\$3.evaluate(ParentRunner.java:306)</p> <p>at org.junit.runners.ParentRunner.run(ParentRunner.java:413)</p> <p>at org.junit.runner.JUnitCore.run(JUnitCore.java:137)</p> <p>at com.intellij.junit4.JUnit4IdeaTestRunner.startRunnerWithArgs(JUnit4IdeaTestRunner.java:69)</p> <p>at com.intellij.rt.junit.IdeaTestRunner\$Repeater\$1.execute(IdeaTestRunner.java:38)</p> <p>at com.intellij.rt.execution.junit.TestsRepeater.repeat(TestsRepeater.java:11)</p> <p>at com.intellij.rt.junit.IdeaTestRunner\$Repeater.startRunnerWithArgs(IdeaTestRunner.java:35)</p> <p>at com.intellij.rt.junit.JUnitStarter.prepareStreamsAndStart(JUnitStarter.java:232)</p> <p>at com.intellij.rt.junit.JUnitStarter.main(JUnitStarter.java:55)</p> <p>* Not displayable characters are replaced by '?'. </p>		

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

<div>PASSED</div> <div>DURATION - 2.060 s</div>			<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 10:10:43.342 AM // 10:10:45.402 AM /				
Payout				
@Payout @PayoutTest9 @Maintenance				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.112 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 6 & 15" Betting Option	PASSED	0.001 s

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

<b>PASSED</b> <i>DURATION - 2.215 s</i>			<b>Steps</b> Total - 2 <b>Pass - 2</b> Fail - 0 Skip - 0	
/ 10:10:45.408 AM // 10:10:47.623 AM /				
<i>Payout</i>				
@Payout @PayoutTest10 @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.302 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 7 & 14" Betting Option	PASSED	0.001 s

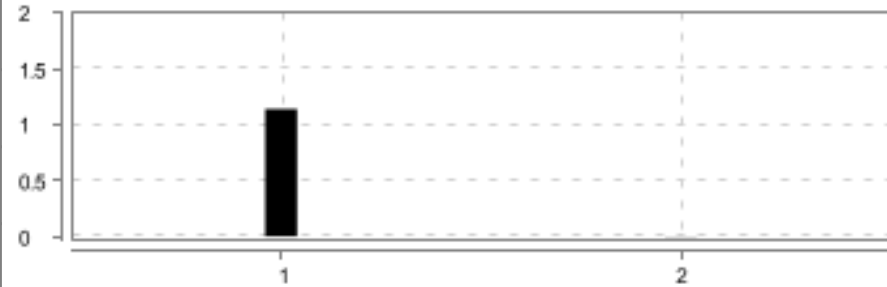

### PO Test 11: Checking The Payout Calculation Of Three Dice Total 8 & 13 Betting Option

<b>PASSED</b> DURATION - 2.125 s			<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 10:10:47.628 AM // 10:10:49.753 AM /				
Payout				
@Payout @PayoutTest11 @Maintenance				



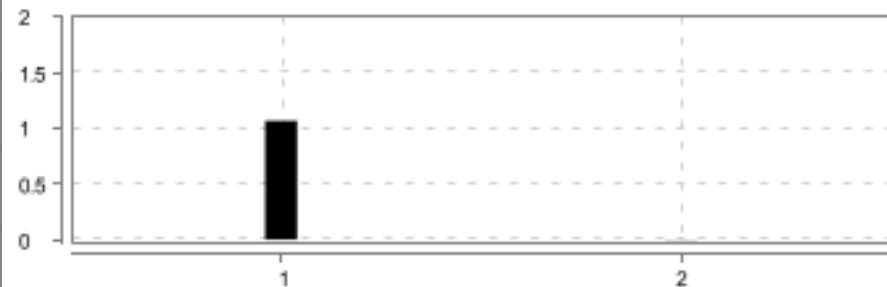

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.177 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 8 & 13" Betting Option	PASSED	0.001 s

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

PASSED		DURATION - 2.027 s			Steps Total - 2 Pass - 2 Fail - 0 Skip - 0			
/ 10:10:49.759 AM // 10:10:51.786 AM /								
Payout								
@Payout @PayoutTest12 @Maintenance								

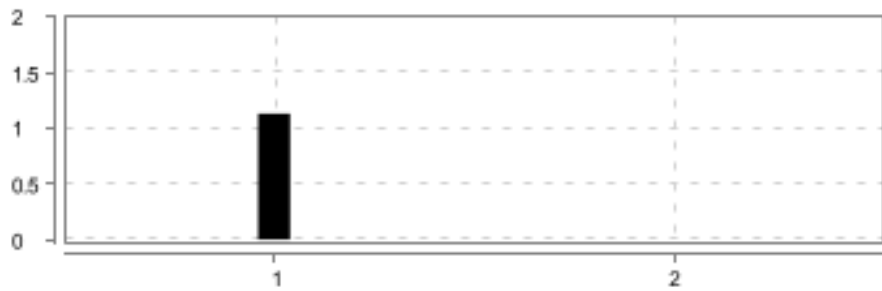

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.140 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 9 & 12" Betting Option	PASSED	0.002 s

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

PASSED		DURATION - 1.998 s			Steps Total - 2 Pass - 2 Fail - 0 Skip - 0			
/ 10:10:51.791 AM // 10:10:53.789 AM /								
Payout								
@Payout @PayoutTest13 @Maintenance								

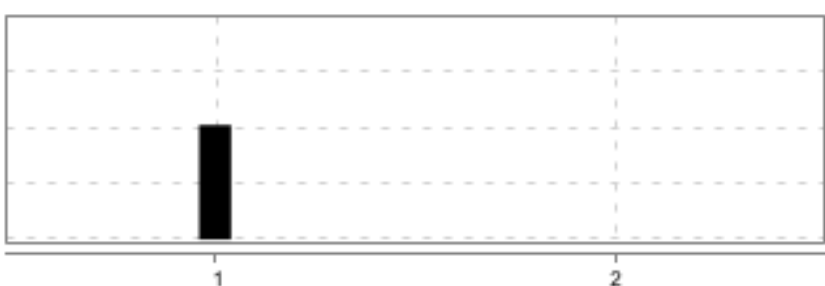

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.067 s
2	Then I Verify The Payout Calculation Of "Three Dice Total 10 & 11" Betting Option	PASSED	0.002 s

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

<div>PASSED</div> <div>DURATION - 2.074 s</div>			<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 10:10:53.794 AM // 10:10:55.868 AM /				
Payout				
@Payout @PayoutTest14 @Maintenance				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.132 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

<div>PASSED</div> <div>DURATION - 1.965 s</div>			<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 10:10:55.874 AM // 10:10:57.839 AM /				
Payout				
@Payout @Maintenance @PayoutTest15				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.029 s
2	Then I Verify The Payout Calculation Of "2 To 1 On One Dice" Betting Option	PASSED	0.001 s

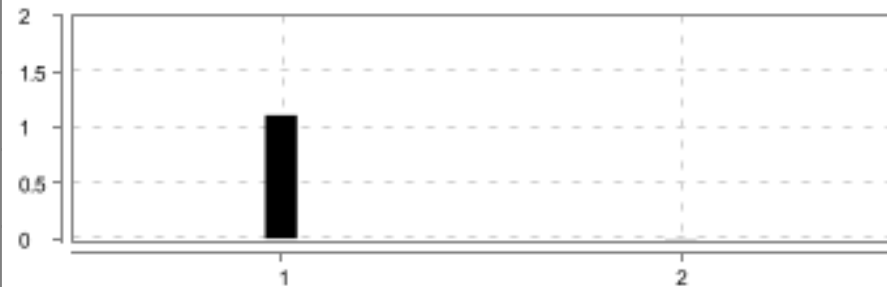

### PO Test 16: Checking The Payout Calculation Of 3 To 1 On One Dice Betting Option

SKIPPED		DURATION - 2.254 s			<div>Steps</div> <div>Total - 2</div> <div>Pass - 1</div> <div>Fail - 0</div> <div>Skip - 1</div>	
/ 10:10:57.850 AM // 10:11:00.104 AM /						
Payout						
@PayoutTest16 @Payout @Maintenance						

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.270 s
2	Then I Verify The Payout Calculation Of "3 To 1 On One Dice" Betting Option	SKIPPED	0.010 s
	<pre> 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.lambda\$run\$0(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) </pre>		

#	Step / Hook Details	Status	Duration
	<pre> 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) </pre> <p>* Not displayable characters are replaced by '?'. </p>		

### PO Test 17: Checking The Payout Calculation Of Specific Triple Betting Option

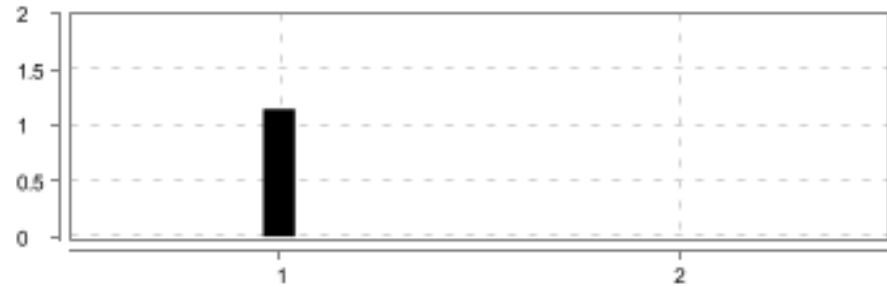

SKIPPED	DURATION - 2.042 s		<div>Steps</div> <div>Total - 2</div> <div>Pass - 1</div> <div>Fail - 0</div> <div>Skip - 1</div>	
/ 10:11:00.110 AM // 10:11:02.152 AM /				
Payout				
@PayoutTest17 @Payout @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.109 s
2	Then I Verify The Payout Calculation Of "Specific Triple" Betting Option	SKIPPED	0.002 s
	org.testng.SkipException: No value present		

#	Step / Hook Details	Status	Duration
	<p>at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:58)</p> <p>at modules.Payout.PayoutWait.verify(PayoutWait.java:117)</p> <p>at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:71)</p> <p>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)</p> <p>Caused by: java.util.NoSuchElementException: No value present</p> <p>at java.base/java.util.Optional.orElseThrow(Optional.java:377)</p> <p>at utilities.handlers.ResultHandler.getTestResult(ResultHandler.java:54)</p> <p>at modules.Payout.PayoutWait.verify(PayoutWait.java:117)</p> <p>at steps.Payout.Steps.iVerifyThePayoutCalculationOfBettingOption(Steps.java:71)</p> <p>at java.base/jdk.internal.reflect.DirectMethodHandleAccessor.invoke(DirectMethodHandleAccessor.java:104)</p> <p>at java.base/java.lang.reflect.Method.invoke(Method.java:577)</p> <p>at io.cucumber.java.Invoker.doInvoke(Invoker.java:66)</p> <p>at io.cucumber.java.Invoker.invoke(Invoker.java:24)</p> <p>at io.cucumber.java.AbstractGlueDefinition.invokeMethod(AbstractGlueDefinition.java:47)</p> <p>at io.cucumber.java.JavaStepDefinition.execute(JavaStepDefinition.java:29)</p> <p>at io.cucumber.core.runner.CoreStepDefinition.execute(CoreStepDefinition.java:66)</p> <p>at io.cucumber.core.runner.PickleStepDefinitionMatch.runStep(PickleStepDefinitionMatch.java:63)</p> <p>at io.cucumber.core.runner.ExecutionMode\$1.execute(ExecutionMode.java:10)</p> <p>at io.cucumber.core.runner.TestStep.executeStep(TestStep.java:86)</p> <p>at io.cucumber.core.runner.TestStep.run(TestStep.java:57)</p> <p>at io.cucumber.core.runner.PickleStepTestStep.run(PickleStepTestStep.java:51)</p> <p>at io.cucumber.core.runner.TestCase.run(TestCase.java:95)</p> <p>at io.cucumber.core.runner.Runner.runPickle(Runner.java:75)</p> <p>at io.cucumber.junit.PickleRunners\$NoStepDescriptions.lambda\$run\$0(PickleRunners.java:151)</p> <p>at io.cucumber.core.runtime.CucumberExecutionContext.lambda\$runTestCase\$3(CucumberExecutionContext.java:110)</p> <p>at io.cucumber.core.runtime.RethrowingThrowableCollector.executeAndThrow(RethrowingThrowableCollector.java:23)</p> <p>at io.cucumber.core.runtime.CucumberExecutionContext.runTestCase(CucumberExecutionContext.java:110)</p> <p>at io.cucumber.junit.PickleRunners\$NoStepDescriptions.run(PickleRunners.java:148)</p> <p>at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:144)</p> <p>at io.cucumber.junit.FeatureRunner.runChild(FeatureRunner.java:28)</p> <p>at org.junit.runners.ParentRunner\$4.run(ParentRunner.java:331)</p> <p>at org.junit.runners.ParentRunner\$1.schedule(ParentRunner.java:79)</p> <p>at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329)</p> <p>at org.junit.runners.ParentRunner.access\$100(ParentRunner.java:66)</p> <p>at org.junit.runners.ParentRunner\$2.evaluate(ParentRunner.java:293)</p> <p>at org.junit.runners.ParentRunner\$3.evaluate(ParentRunner.java:306)</p> <p>at org.junit.runners.ParentRunner.run(ParentRunner.java:413)</p> <p>at io.cucumber.junit.FeatureRunner.run(FeatureRunner.java:137)</p> <p>at io.cucumber.junit.Cucumber.runChild(Cucumber.java:196)</p> <p>at io.cucumber.junit.Cucumber.runChild(Cucumber.java:89)</p>		

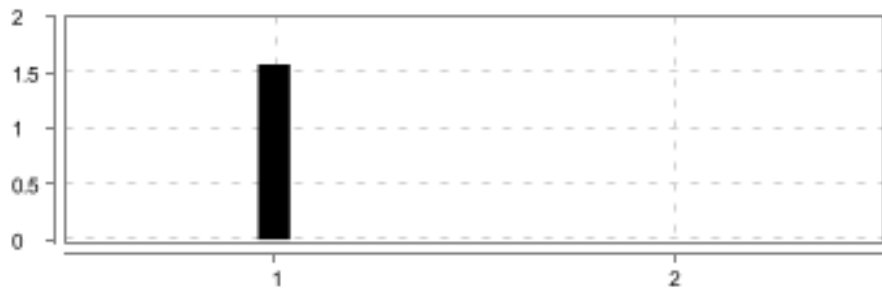

#	Step / Hook Details	Status	Duration
	<pre> at org.junit.runners.ParentRunner\$4.run(ParentRunner.java:331) at org.junit.runners.ParentRunner\$1.schedule(ParentRunner.java:79) at org.junit.runners.ParentRunner.runChildren(ParentRunner.java:329) at org.junit.runners.ParentRunner.access\$100(ParentRunner.java:66) 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) </pre> <p>* Not displayable characters are replaced by '?'. </p>		

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

<b>PASSED</b>	<b>DURATION - 2.087 s</b>		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 10:11:02.157 AM // 10:11:04.244 AM /				
<b>Payout</b>				
@PayoutTest18 @Payout @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.146 s
2	Then I Verify The Payout Calculation Of "Two Dice Combo" Betting Option	PASSED	0.001 s

### PO Test 19: Checking The Payout Calculation Of Specific Double Betting Option

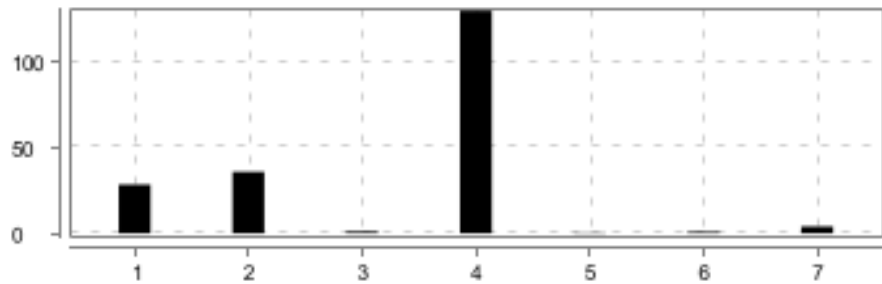

<div><div>PASSED</div><div>DURATION - 2.465 s</div></div>		<div></div>	<div><div>Steps</div><div>Total - 2</div><div>Pass - 2</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
/ 10:11:04.251 AM // 10:11:06.716 AM /				
Payout				
@Payout @PayoutTest19 @Maintenance				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.574 s
2	Then I Verify The Payout Calculation Of "Specific Double" Betting Option	PASSED	0.001 s

## Bet Information

<div>PASSED</div>	<div>DURATION - 11 m 0.624 s</div>	<div>Scenarios</div> <div>Total - 3</div> <div>Pass - 3</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div><div></div><div>3</div></div>	<div>Steps</div> <div>Total - 21</div> <div>Pass - 21</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div><div></div><div>21</div></div>
<div>/ 10:11:06.728 AM // 10:22:07.352 AM /</div>					

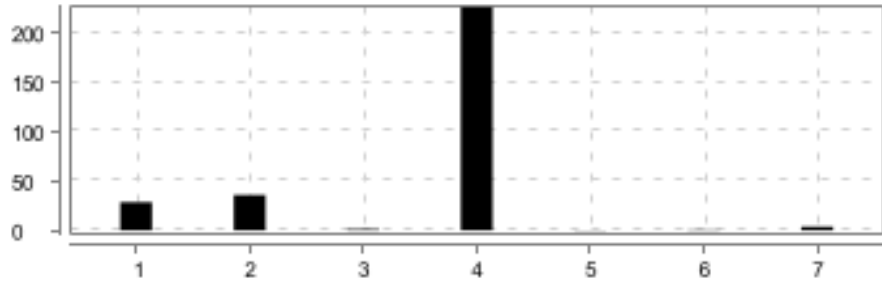

## BI Test 1: Checking Bet Information With Win Result

<div>PASSED</div> <div>DURATION - 3 m 21.461 s</div>		<div></div>	<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 10:11:06.728 AM // 10:14:28.189 AM /</div>				
<div>Bet Information</div>				
<div>@BetInformationTest1 @BetInformation @Maintenance</div>				

#	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	35.909 s
3	And I Enter The Dealer Table	PASSED	1.191 s

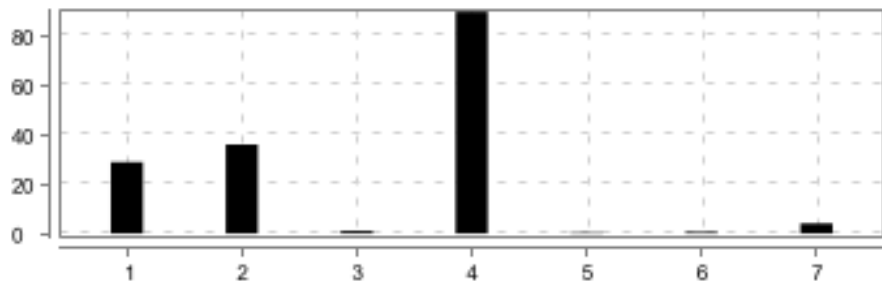

#	Step / Hook Details	Status	Duration
4	When I Place Bet On Any Betting Option Until "Win"	PASSED	2 m 9.638 s
5	And I Go To My Bets On The Menu	PASSED	0.474 s
6	And I Click Bet Details	PASSED	0.875 s
7	Then I Verify The Bet Details Information With "Win Result"	PASSED	4.061 s

### BI Test 2: Checking Bet Information With Lose Result

PASSED		DURATION - 4 m 57.157 s			Steps Total - 7 Pass - 7 Fail - 0 Skip - 0	
/ 10:14:28.196 AM // 10:19:25.353 AM /						
Bet Information						
@BetInformationTest2 @BetInformation @Maintenance						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.500 s
2	And I Join Live Sic Bo Revamp	PASSED	35.887 s
3	And I Enter The Dealer Table	PASSED	1.184 s
4	When I Place Bet On Any Betting Option Until "Lose"	PASSED	3 m 45.894 s
5	And I Go To My Bets On The Menu	PASSED	0.480 s
6	And I Click Bet Details	PASSED	0.590 s
7	Then I Verify The Bet Details Information With "Lose Result"	PASSED	3.659 s

### BI Test 3: Checking Bet Information With Multiple Bets

PASSED	DURATION - 2 m 41.991 s		Steps Total - 7 Pass - 7 Fail - 0 Skip - 0	
/ 10:19:25.361 AM // 10:22:07.352 AM /				
Bet Information				
@BetInformationTest3 @BetInformation @Maintenance				



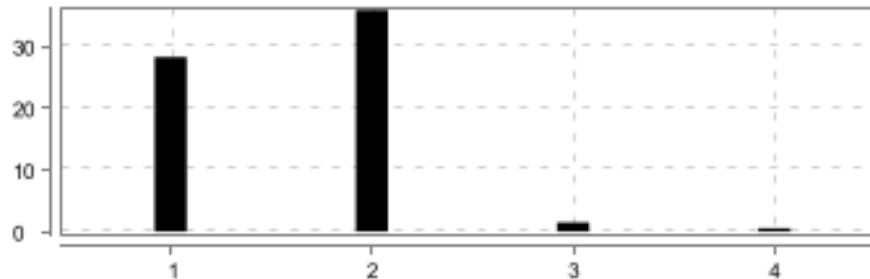
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.953 s
2	And I Join Live Sic Bo Revamp	PASSED	35.975 s
3	And I Enter The Dealer Table	PASSED	1.056 s
4	When I Place Bet On Any Betting Option Until "Round Complete"	PASSED	1 m 29.782 s
5	And I Go To My Bets On The Menu	PASSED	0.440 s
6	And I Click Bet Details	PASSED	0.671 s
7	Then I Verify The Bet Details Information With "Multiple Bets"	PASSED	4.125 s

## Gameplay

PASSED	DURATION - 63 m 15.099 s	Scenarios		Steps	
/ 10:22:07.363 AM // 11:25:22.462 AM /		Total - 18		Total - 94	
		Pass - 18		Pass - 94	
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

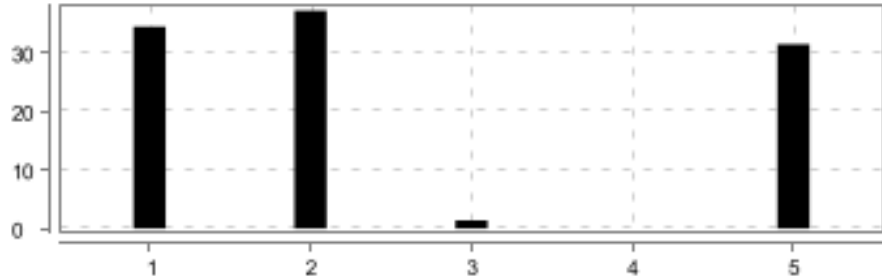

## GP Test 1: Checking The Behavior Of The Game After Joining Table

PASSED	DURATION - 1 m 7.113 s		Steps	
/ 10:22:07.363 AM // 10:23:14.476 AM /			Total - 4	
Gameplay			Pass - 4	
			Fail - 0	
@GameplayTest1 @Gameplay @Maintenance			Skip - 0	



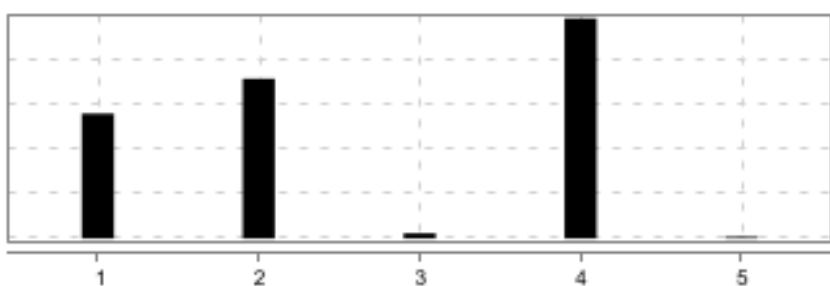

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.237 s
2	And I Join Live Sic Bo Revamp	PASSED	35.863 s
3	When I Enter The Dealer Table	PASSED	1.465 s
4	Then Verify "The Behavior Of The Game After Joining Table"	PASSED	0.511 s

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

<div><div>PASSED</div><div>DURATION - 1 m 45.634 s</div></div>		<div></div>	<div><div>Steps</div><div>Total - 5</div><div>Pass - 5</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
/ 10:23:14.481 AM // 10:25:00.115 AM /				
Gameplay				
@Gameplay @Maintenance @GameplayTest4				

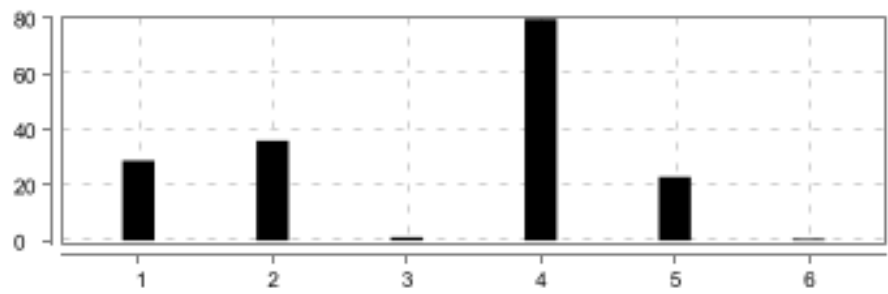

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	34.493 s
2	And I Join Live Sic Bo Revamp	PASSED	37.232 s
3	When I Enter The Dealer Table	PASSED	1.408 s
4	And Click "On Each Chip"	PASSED	0.000 s
5	Then Verify "The Behavior Of Chips After Clicking On Each Chips"	PASSED	31.491 s

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

<div>PASSED</div> <div>DURATION - 1 m 55.976 s</div>		 <table border="1"><thead><tr><th>Step</th><th>Count</th></tr></thead><tbody><tr><td>1</td><td>28</td></tr><tr><td>2</td><td>36</td></tr><tr><td>3</td><td>1</td></tr><tr><td>4</td><td>49</td></tr><tr><td>5</td><td>0</td></tr></tbody></table>	Step	Count	1	28	2	36	3	1	4	49	5	0	<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	
Step	Count															
1	28															
2	36															
3	1															
4	49															
5	0															
<div>/ 10:25:00.122 AM // 10:26:56.098 AM /</div>																
<div>Gameplay</div>																
<div>@GameplayTest5 @Gameplay @Maintenance</div>																

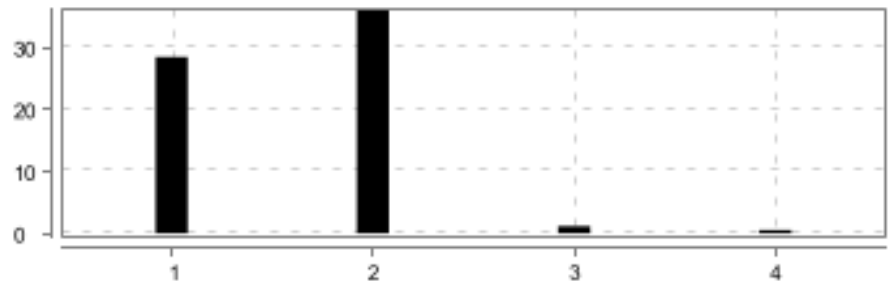

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.054 s
2	And I Join Live Sic Bo Revamp	PASSED	35.893 s
3	When I Enter The Dealer Table	PASSED	1.211 s
4	And Place "A Bet On Any Betting Options"	PASSED	49.478 s
5	Then Verify "The Behavior Of The Game When Placed Bet On Any Betting Option"	PASSED	0.358 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 50.114 s			<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 10:26:56.103 AM // 10:29:46.217 AM /						
Gameplay						
@GameplayTest6 @Gameplay @Maintenance						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.792 s
2	And I Join Live Sic Bo Revamp	PASSED	35.878 s
3	When I Enter The Dealer Table	PASSED	1.153 s
4	And Place "A Bet On Any Betting Options"	PASSED	1 m 19.700 s
5	And Wait "Until Timer Less Than Ten Seconds"	PASSED	22.838 s
6	Then Verify "The Behavior Of The Game When Placed Bet And Did Not Confirm Until Less Than 10 Seconds"	PASSED	0.602 s

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

<div>PASSED</div> <div>DURATION - 1 m 7.081 s</div>		<div></div>	<div>Steps</div> <div>Total - 4</div> <div>Pass - 4</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 10:29:46.223 AM // 10:30:53.304 AM /</div>				
<div>Gameplay</div>				
<div>@GameplayTest7 @Gameplay @Maintenance</div>				

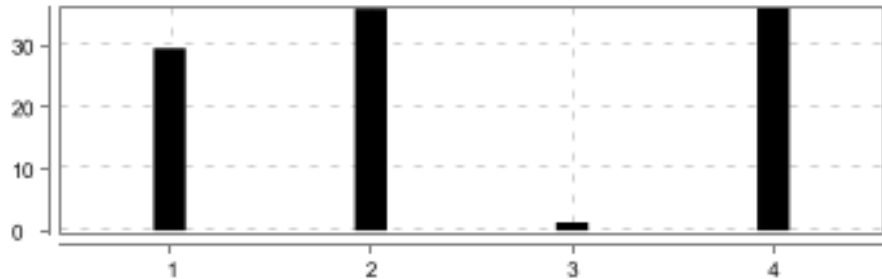

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.445 s
2	And I Join Live Sic Bo Revamp	PASSED	35.969 s
3	When I Enter The Dealer Table	PASSED	1.184 s
4	Then Verify "The Behavior Of The Game After A Round"	PASSED	0.521 s

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

<div><div>PASSED</div><div>DURATION - 1 m 34.259 s</div></div>		<div><div><div></div><div></div><div></div><div></div></div><div><div>1</div><div>2</div><div>3</div><div>4</div></div></div> <div><div>30</div><div>20</div><div>10</div><div>0</div></div>	<div><div>Steps</div><div>Total - 4</div><div>Pass - 4</div><div>Fail - 0</div><div>Skip - 0</div></div> <div><div><div>4</div></div></div>
<div>/ 10:30:53.308 AM // 10:32:27.567 AM /</div>			
<div>Gameplay</div>			
<div>@GameplayTest8 @Gameplay @Maintenance</div>			

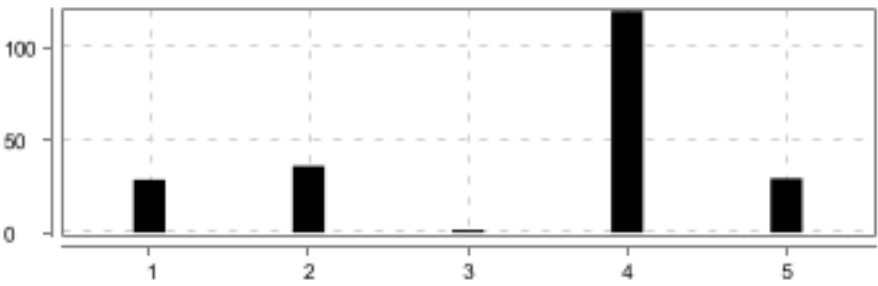

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.648 s
2	And I Join Live Sic Bo Revamp	PASSED	35.879 s
3	When I Enter The Dealer Table	PASSED	1.239 s
4	Then Verify "The Behavior Of The Game After Joining Table With Betting Phase Close"	PASSED	27.565 s

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

<div><div>PASSED</div><div>DURATION - 1 m 43.637 s</div></div>		<div></div>	<div><div>Steps</div><div>Total - 4</div><div>Pass - 4</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
/ 10:32:27.572 AM // 10:34:11.209 AM /				
Gameplay				
@GameplayTest9 @Gameplay @Maintenance				

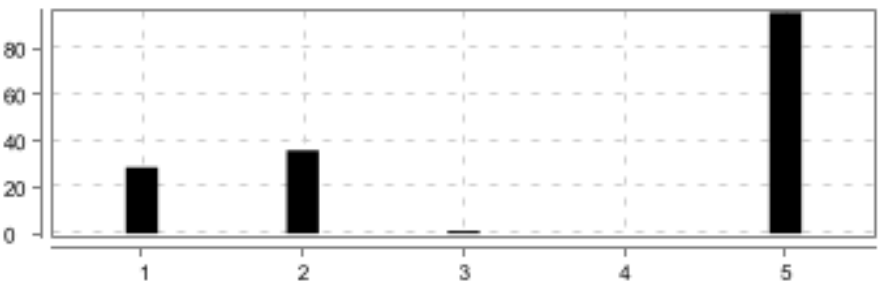

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.496 s
2	And I Join Live Sic Bo Revamp	PASSED	35.878 s
3	When I Enter The Dealer Table	PASSED	1.310 s
4	Then Verify "The Behavior Of The Game After Joining Table With Betting Phase Open"	PASSED	35.958 s

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

<div><div>PASSED</div><div>DURATION - 3 m 35.404 s</div></div>		<div></div>	<div><div>Steps</div><div>Total - 5</div><div>Pass - 5</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
/ 10:34:11.216 AM // 10:37:46.620 AM /				
Gameplay				
@GameplayTest10 @Gameplay @Maintenance				

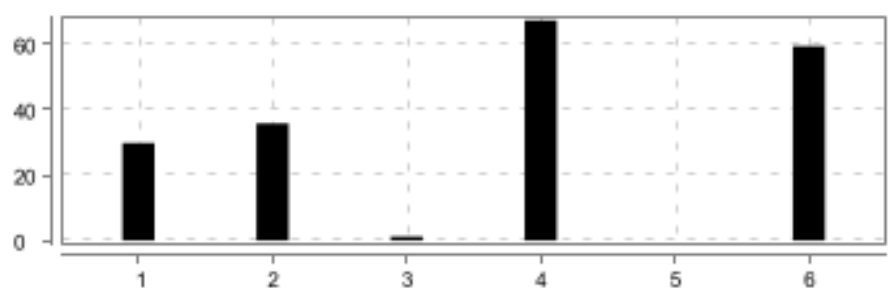

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.551 s
2	And I Join Live Sic Bo Revamp	PASSED	35.894 s
3	When I Enter The Dealer Table	PASSED	1.328 s
4	And Wait "Until New Round Starts"	PASSED	1 m 59.467 s
5	Then Verify "The Behavior Of The Game When New Round Is Started"	PASSED	29.196 s

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

<div>PASSED</div>	<div>DURATION - 2 m 42.076 s</div>	<div></div>	<div><div>Steps</div><div>Total - 5</div><div>Pass - 5</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
<div>/ 10:37:46.625 AM // 10:40:28.701 AM /</div>				
<div>Gameplay</div>				
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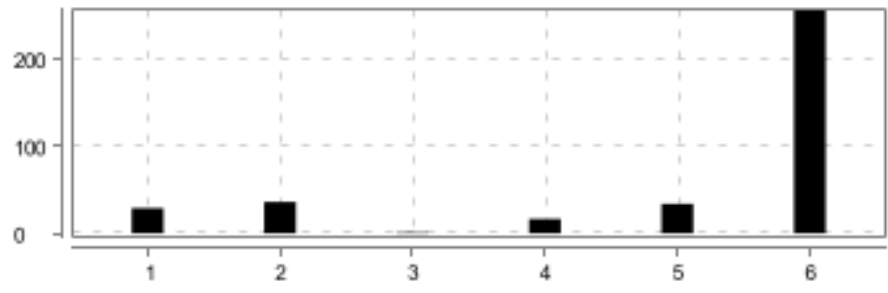

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.602 s
2	And I Join Live Sic Bo Revamp	PASSED	35.833 s
3	When I Enter The Dealer Table	PASSED	1.161 s
4	And Place "A Bet On Each Betting Option"	PASSED	0.000 s
5	Then Verify "The Behavior Of The Game When Placed Bet On Each Betting Options"	PASSED	1 m 35.376 s

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

<div>PASSED</div>	<div>DURATION - 3 m 14.444 s</div>	<div></div>	<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 10:40:28.706 AM // 10:43:43.150 AM /</div>				
<div>Gameplay</div>				
<div>@GameplayTest12 @Gameplay @Maintenance</div>				

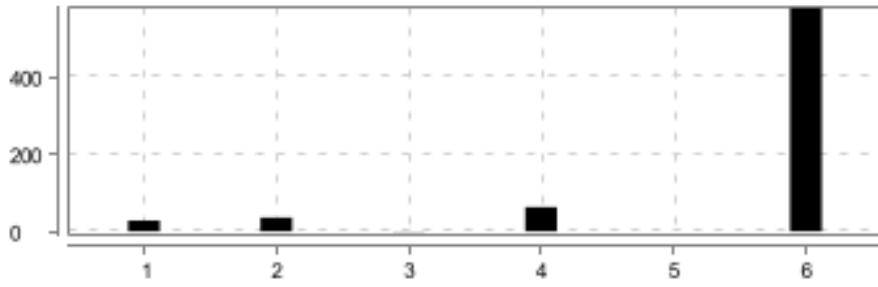

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.832 s
2	And I Join Live Sic Bo Revamp	PASSED	35.829 s
3	When I Enter The Dealer Table	PASSED	1.154 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 7.275 s
5	And Place "And Confirm Bet Again"	PASSED	0.000 s
6	Then Verify "The Behavior Of The Game When Confirmed Bet Then Place And Confirm Bet Again"	PASSED	59.383 s

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

<div><div>PASSED</div><div>DURATION - 6 m 12.729 s</div></div>			<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 10:43:43.157 AM // 10:49:55.886 AM /				
Gameplay				
@GameplayTest13 @Gameplay @Maintenance				

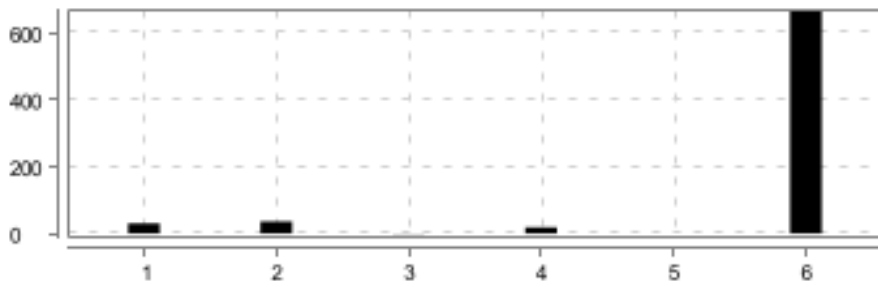

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.879 s
2	And I Join Live Sic Bo Revamp	PASSED	35.886 s
3	When I Enter The Dealer Table	PASSED	1.103 s
4	And Place "And Confirm Any Betting Options"	PASSED	16.636 s
5	And Wait "Until Bet Wins"	PASSED	33.680 s
6	Then Verify "The Behavior Of The Game When Wins Round"	PASSED	4 m 15.577 s

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

<b>PASSED</b>		<b>DURATION - 11 m 46.548 s</b>			<b>Steps</b> Total - 6 Pass - 6 Fail - 0 Skip - 0		
/ 10:49:55.894 AM // 11:01:42.442 AM /							
<i>Gameplay</i>							
@GameplayTest14 @Gameplay @Maintenance							

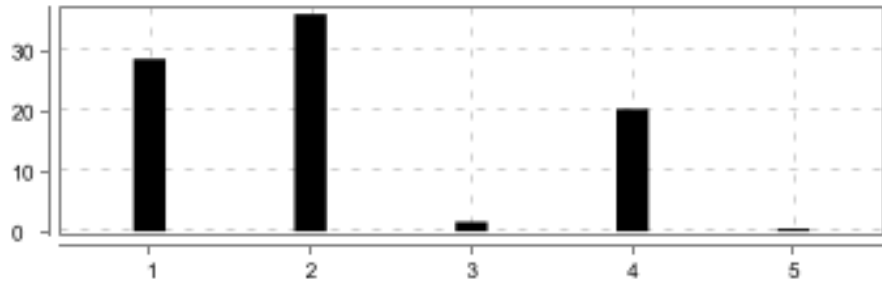

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.132 s
2	And I Join Live Sic Bo Revamp	PASSED	35.875 s
3	When I Enter The Dealer Table	PASSED	1.242 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 2.372 s
5	And Do "Not Bet For 8 Consecutive Rounds"	PASSED	0.000 s
6	Then Verify "The Behavior Of The Game When Did Not Bet For 8 Rounds"	PASSED	9 m 37.974 s

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

<div>PASSED</div>	<div>DURATION - 12 m 31.531 s</div>	<div></div>	<div><div>Steps</div><div>Total - 6</div><div>Pass - 6</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
<div>/ 11:01:42.452 AM // 11:14:13.983 AM /</div>				
<div>Gameplay</div>				
<div>@GameplayTest15 @Gameplay @Maintenance</div>				

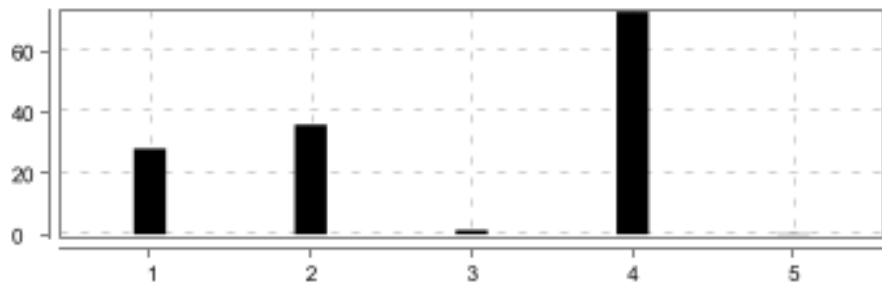

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.086 s
2	And I Join Live Sic Bo Revamp	PASSED	35.989 s
3	When I Enter The Dealer Table	PASSED	0.985 s
4	And Place "And Confirm Any Betting Options"	PASSED	18.144 s
5	And Do "Not Bet For 9 Consecutive Rounds"	PASSED	0.000 s
6	Then Verify "The Behavior Of The Game When Did Not Bet For 9 Rounds"	PASSED	11 m 5.315 s

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

PASSED		DURATION - 1 m 27.857 s			<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 11:14:13.990 AM // 11:15:41.847 AM /						
Gameplay						
@GameplayTest16 @Gameplay @Maintenance						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.580 s
2	And I Join Live Sic Bo Revamp	PASSED	36.023 s
3	When I Enter The Dealer Table	PASSED	1.576 s
4	And Place "A Bet That Exceeds Maximum Bet"	PASSED	20.308 s
5	Then Verify "The Behavior Of The Game When Placed Bet That Exceed Maximum Limit"	PASSED	0.442 s

### GP Test 17: Checking The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options

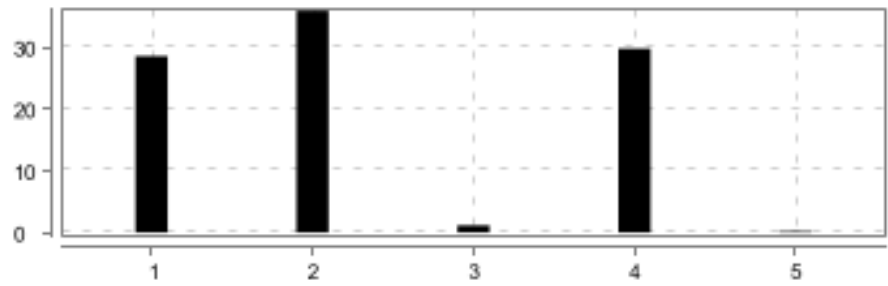
<div>PASSED</div>	<div>DURATION - 2 m 19.305 s</div>	<div></div>	<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 11:15:41.854 AM // 11:18:01.159 AM /</div>				
<div>Gameplay</div>				
<div>@GameplayTest17 @Gameplay @Maintenance</div>				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.094 s
2	And I Join Live Sic Bo Revamp	PASSED	35.900 s
3	When I Enter The Dealer Table	PASSED	1.431 s
4	And Place "A Minimum Bet On Any Betting Options"	PASSED	1 m 12.802 s
5	Then Verify "The Behavior Of Double Button When Placed Minimum Bet On Any Betting Options"	PASSED	0.167 s


### GP Test 18: Checking The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options



PASSED		DURATION - 1 m 36.502 s	
/ 11:18:01.164 AM // 11:19:37.666 AM /			
Gameplay			
@GameplayTest18 @Gameplay @Maintenance			

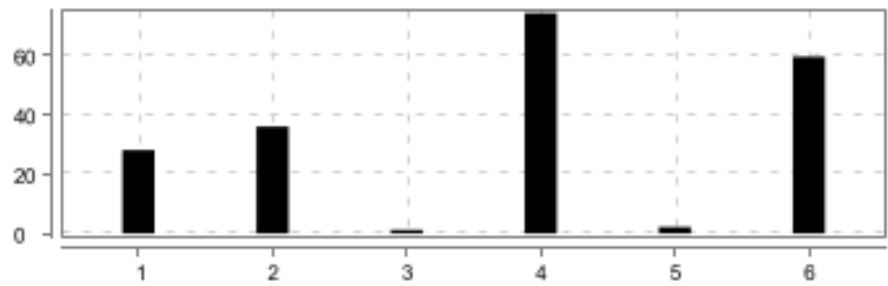

	
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Steps
Total - 5
Pass - 5
Fail - 0
Skip - 0


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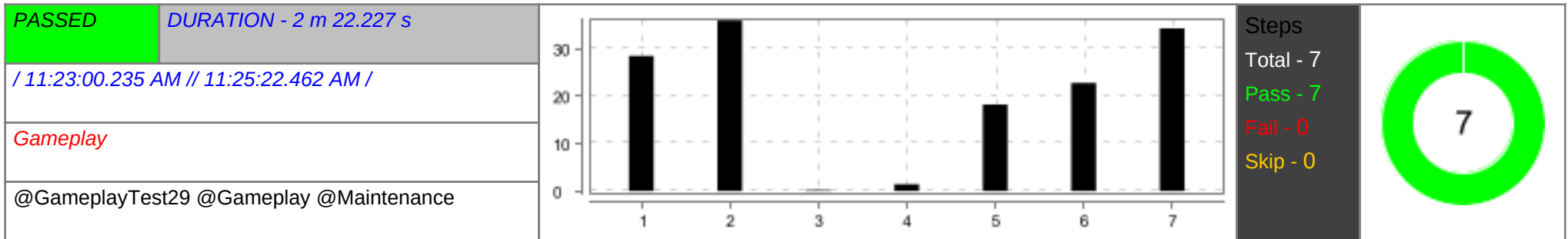
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.553 s
2	And I Join Live Sic Bo Revamp	PASSED	35.899 s
3	When I Enter The Dealer Table	PASSED	1.165 s
4	And Place "A Maximum Bet On Any Betting Options"	PASSED	29.792 s
5	Then Verify "The Behavior Of Double Button When Placed Maximum Bet On Any Betting Options"	PASSED	0.187 s

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

<div>PASSED</div>	<div>DURATION - 3 m 22.559 s</div>	<div></div>	<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 11:19:37.671 AM // 11:23:00.230 AM /				
Gameplay				
@GameplayTest19 @Gameplay @Maintenance				

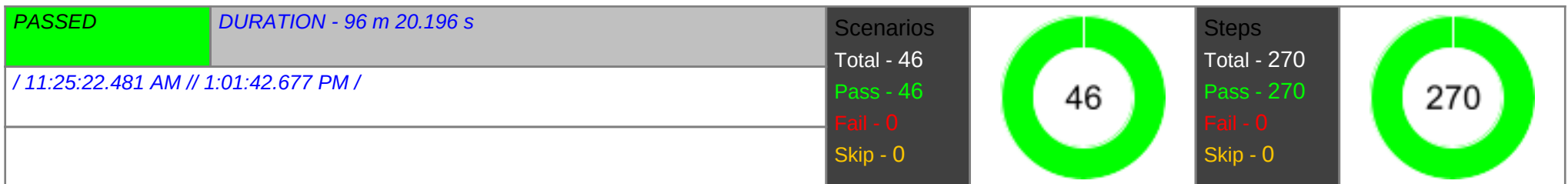
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.184 s
2	And I Join Live Sic Bo Revamp	PASSED	36.033 s
3	When I Enter The Dealer Table	PASSED	1.241 s
4	And Place "And Confirm Any Betting Options"	PASSED	1 m 14.346 s
5	And Click "The Back Button"	PASSED	2.189 s
6	Then Verify "The Behavior Of The Game When Click Back Button While Confirmed Bet"	PASSED	59.620 s

### GP Test 29: Checking The Behavior Of The Game When Placed Minimum Bet On Any Betting Options

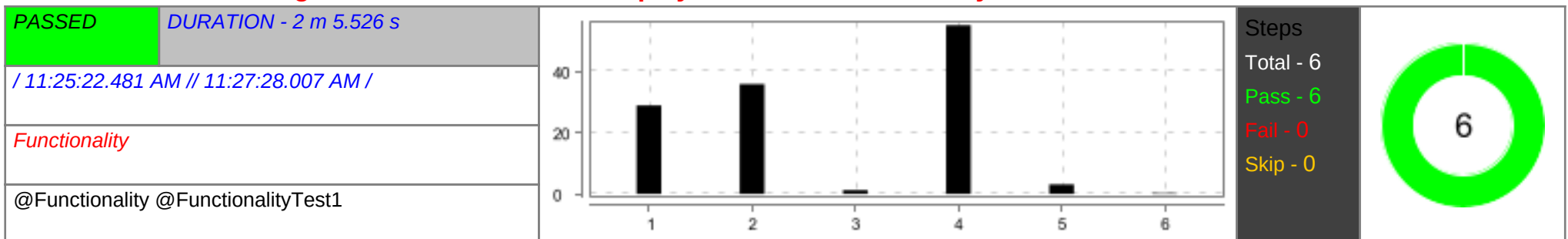


#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.443 s
2	And I Join Live Sic Bo Revamp	PASSED	35.897 s
3	When Click "The High Table Limits"	PASSED	0.228 s
4	And I Enter The Dealer Table	PASSED	1.451 s
5	And Place "A Bet On Any Betting Options"	PASSED	18.198 s
6	And Wait "Until Timer Less Than Ten Seconds"	PASSED	22.728 s
7	Then Verify "The Behavior Of The Game When Placed Minimum Bet On Any Betting Options"	PASSED	34.243 s

## Functionality

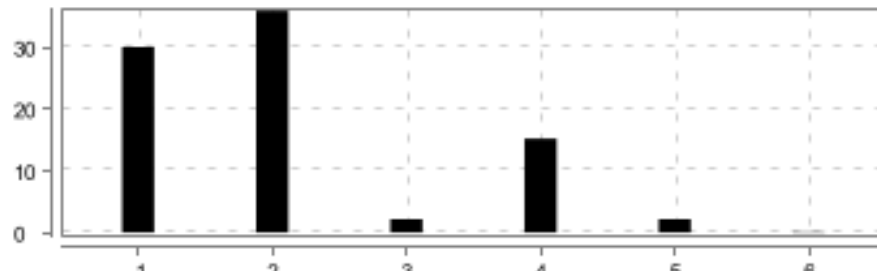



## FT Test 1: Checking The Previous Results Displayed On The Game Lobby



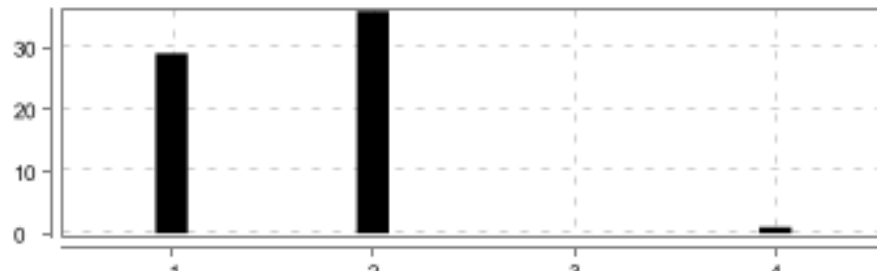

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.883 s
2	And I Join Live Sic Bo Revamp	PASSED	35.885 s
3	When I Enter The Dealer Table	PASSED	1.228 s
4	And I Check "The Round Result History"	PASSED	55.128 s
5	And I Go "Back To The Game Lobby"	PASSED	3.155 s
6	Then I Verify "The Previous Results Displayed On The Game Lobby"	PASSED	0.256 s

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

PASSED		DURATION - 1 m 26.574 s			Steps Total - 6 Pass - 6 Fail - 0 Skip - 0	
/ 11:27:28.012 AM // 11:28:54.586 AM /						
Functionality						
@Functionality @FunctionalityTest2						

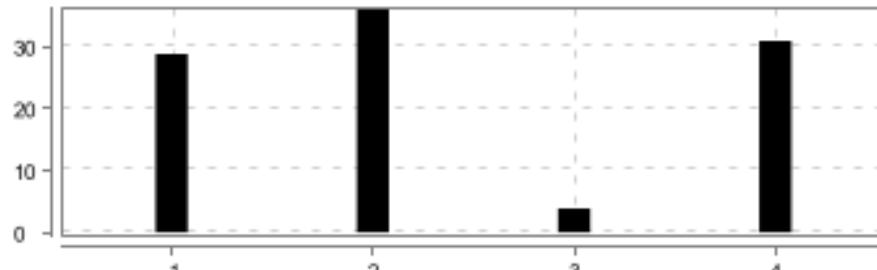

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.012 s
2	And I Join Live Sic Bo Revamp	PASSED	35.905 s
3	When I Click "The Show/Hide Balance Button"	PASSED	2.178 s
4	Then I Verify "The Functionality After Clicking The Show/Hide Balance Button"	PASSED	15.226 s
5	When I Click "The Show/Hide Balance Button"	PASSED	2.163 s
6	Then I Verify "The Functionality After Re-clicking The Show/Hide Balance Button"	PASSED	0.093 s

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

PASSED	DURATION - 1 m 6.915 s		Steps Total - 4 Pass - 4 Fail - 0 Skip - 0	
/ 11:28:54.590 AM // 11:30:01.505 AM /				
Functionality				
@Functionality @FunctionalityTest3				

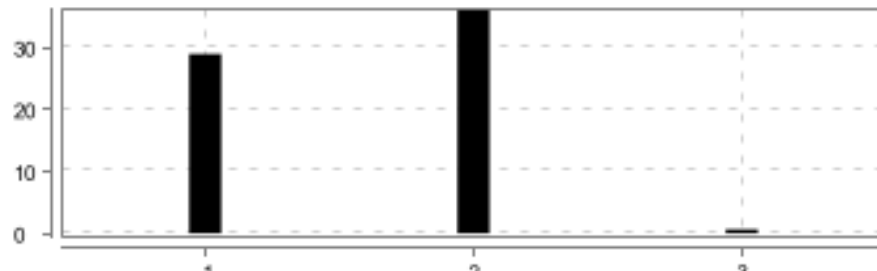

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.041 s
2	And I Join Live Sic Bo Revamp	PASSED	35.830 s
3	When I Click "On Each Table Limit"	PASSED	0.000 s
4	Then I Verify "The Functionality After Clicking Each Table Limit Button"	PASSED	1.019 s

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

PASSED		DURATION - 1 m 40.325 s			Steps Total - 4 Pass - 4 Fail - 0 Skip - 0	
/ 11:30:01.510 AM // 11:31:41.835 AM /						
Functionality						
@Functionality @FunctionalityTest4						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.751 s
2	And I Join Live Sic Bo Revamp	PASSED	35.924 s
3	When I Click "The Back Button On Lobby"	PASSED	3.848 s
4	Then I Verify "The Functionality After Clicking The Back Button On The Game Lobby"	PASSED	30.878 s

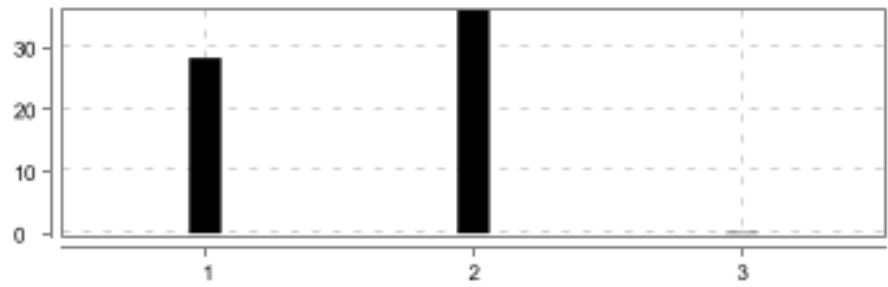

### FT Test 5: Checking The Functionality Of The Big Counter

PASSED	DURATION - 1 m 6.467 s		Steps Total - 3 Pass - 3 Fail - 0 Skip - 0	
/ 11:31:41.840 AM // 11:32:48.307 AM /				
Functionality				
@Functionality @FunctionalityTest5				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.932 s
2	And I Join Live Sic Bo Revamp	PASSED	35.991 s

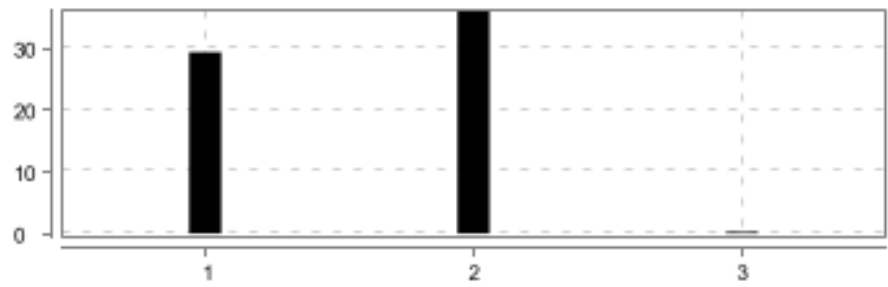

#	Step / Hook Details	Status	Duration
3	Then I Verify "The Functionality Of The Big Counter"	PASSED	0.622 s

### FT Test 6: Checking The Functionality Of The Small Counter

PASSED	DURATION - 1 m 5.391 s		Steps Total - 3 Pass - 3 Fail - 0 Skip - 0	
/ 11:32:48.310 AM // 11:33:53.701 AM /				
Functionality				
@Functionality @FunctionalityTest6				

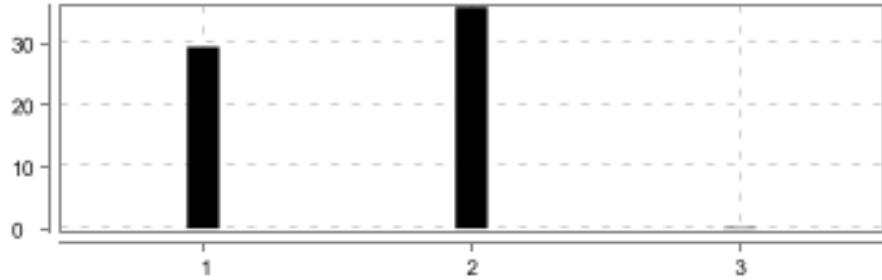

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.304 s
2	And I Join Live Sic Bo Revamp	PASSED	35.964 s
3	Then I Verify "The Functionality Of The Small Counter"	PASSED	0.142 s

### FT Test 7: Checking The Functionality Of The Triple Counter

PASSED	DURATION - 1 m 6.467 s		Steps Total - 3 Pass - 3 Fail - 0 Skip - 0	
/ 11:33:53.709 AM // 11:35:00.176 AM /				
Functionality				
@Functionality @FunctionalityTest7				

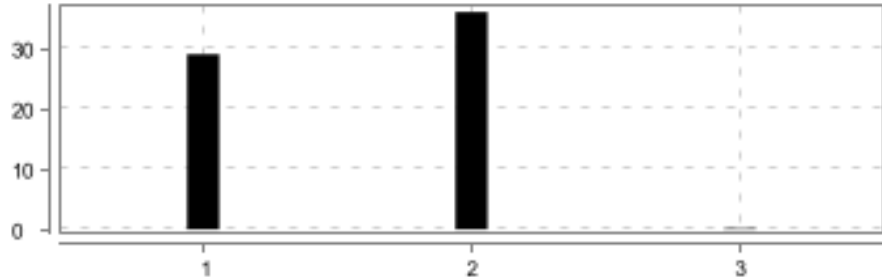

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.333 s
2	And I Join Live Sic Bo Revamp	PASSED	35.935 s
3	Then I Verify "The Functionality Of The Triple Counter"	PASSED	0.257 s

### FT Test 8: Checking The Functionality Of The Odd Counter

<div>PASSED</div>	<div>DURATION - 1 m 6.341 s</div>	<div></div>	<div>Steps</div> <div>Total - 3</div> <div>Pass - 3</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 11:35:00.182 AM // 11:36:06.523 AM /</div>				
<div>Functionality</div>				
<div>@Functionality @FunctionalityTest8</div>				

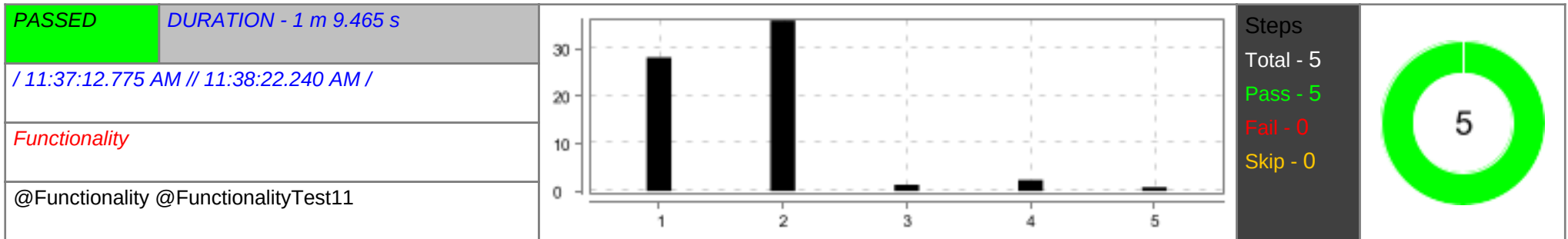
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.399 s
2	And I Join Live Sic Bo Revamp	PASSED	35.864 s
3	Then I Verify "The Functionality Of The Odd Counter"	PASSED	0.137 s

### FT Test 9: Checking The Functionality Of The Even Counter

<b>PASSED</b>	DURATION - 1 m 6.242 s		<b>Steps</b> Total - 3 Pass - 3 Fail - 0 Skip - 0				
/ 11:36:06.527 AM // 11:37:12.769 AM /							
Functionality							
@Functionality @FunctionalityTest9							

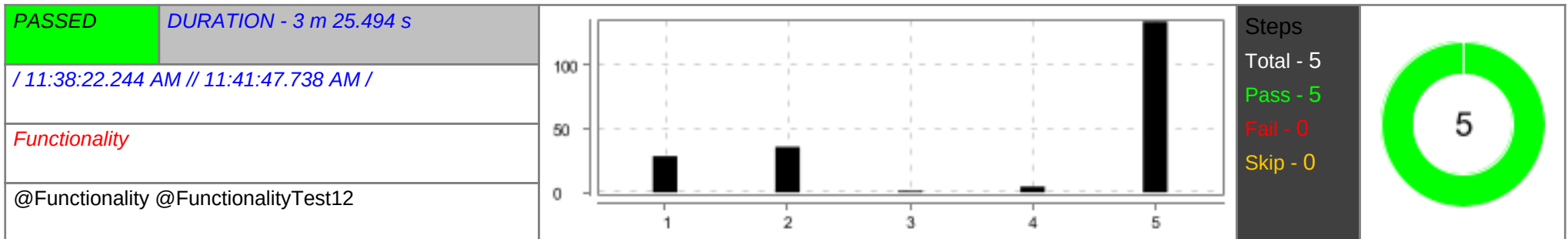
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.040 s
2	And I Join Live Sic Bo Revamp	PASSED	36.017 s
3	Then I Verify "The Functionality Of The Even Counter"	PASSED	0.186 s

### FT Test 11: Checking The Functionality Of The Menu Button



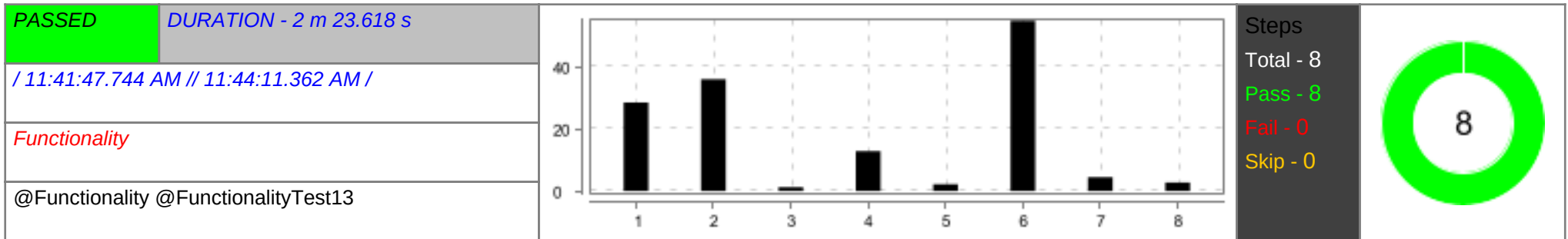
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.123 s
2	And I Join Live Sic Bo Revamp	PASSED	35.874 s
3	When I Enter The Dealer Table	PASSED	1.300 s
4	And I Click "The Menu Button"	PASSED	2.318 s
5	Then I Verify "The Functionality After Clicking The Menu Button"	PASSED	0.811 s

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



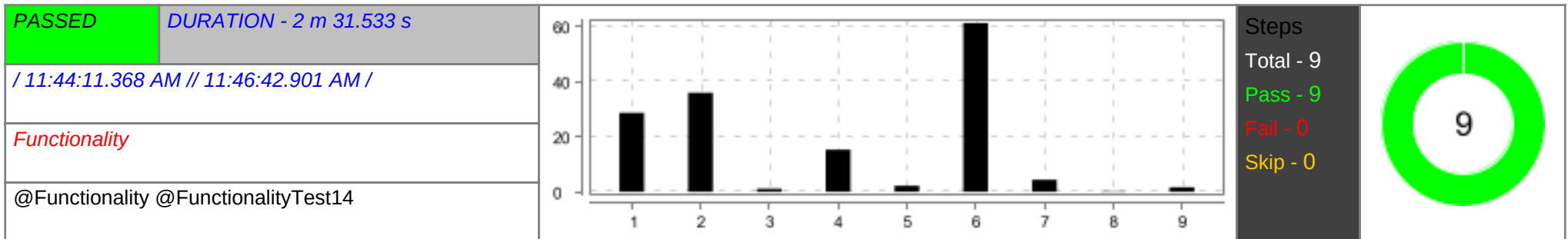
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.575 s
2	And I Join Live Sic Bo Revamp	PASSED	35.924 s
3	When I Enter The Dealer Table	PASSED	1.144 s
4	And I Go "To My Bets"	PASSED	4.499 s
5	Then I Verify "The Functionality After Clicking The My Bets In The Menu"	PASSED	2 m 14.422 s

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



#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.450 s
2	And I Join Live Sic Bo Revamp	PASSED	36.003 s
3	When I Enter The Dealer Table	PASSED	1.238 s
4	And I Place "A Bet On Any Betting Options"	PASSED	12.864 s
5	And I Click "The Confirm Button"	PASSED	2.176 s
6	And I Wait "Until Round Is Over"	PASSED	54.746 s
7	And I Go "To My Bets"	PASSED	4.403 s
8	Then I Verify "The Functionality Of Settled Round In My Bets In The Menu"	PASSED	2.748 s

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

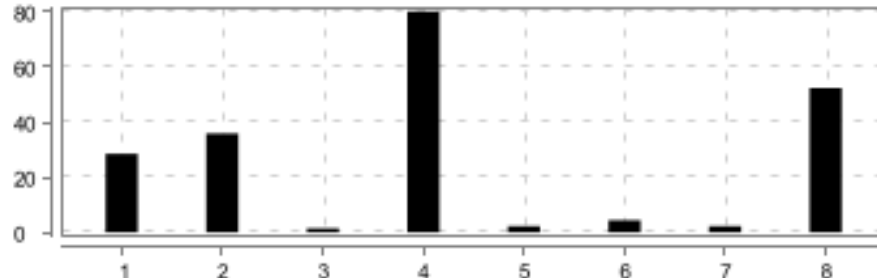



#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.618 s
2	And I Join Live Sic Bo Revamp	PASSED	35.914 s
3	When I Enter The Dealer Table	PASSED	1.126 s
4	And I Place "A Bet On Any Betting Options"	PASSED	15.309 s
5	And I Click "The Confirm Button"	PASSED	2.185 s



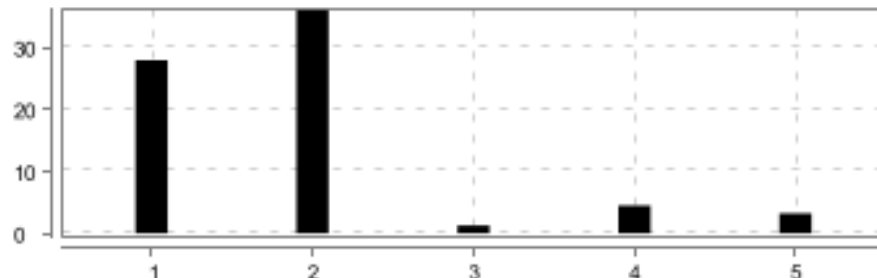

#	Step / Hook Details	Status	Duration
6	And I Wait "Until Round Is Over"	PASSED	1 m 1.205 s
7	And I Go "To My Bets"	PASSED	4.382 s
8	And I Go "To The Bet Details"	PASSED	0.206 s
9	Then I Verify "The Functionality After Clicking The Details Button In Settled Rounds"	PASSED	1.630 s

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

PASSED		DURATION - 3 m 28.169 s			Steps Total - 8 Pass - 8 Fail - 0 Skip - 0		
/ 11:46:42.906 AM // 11:50:11.075 AM /							
Functionality							
@Functionality @FunctionalityTest15							

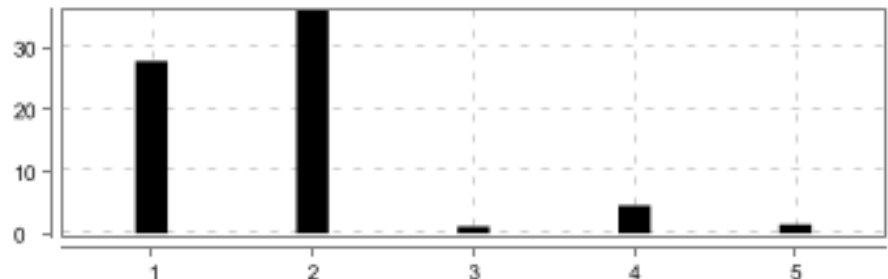

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.541 s
2	And I Join Live Sic Bo Revamp	PASSED	35.822 s
3	When I Enter The Dealer Table	PASSED	1.442 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 20.222 s
5	And I Click "The Confirm Button"	PASSED	2.203 s
6	And I Go "To My Bets"	PASSED	4.439 s
7	And I Click "The Running Tab"	PASSED	2.205 s
8	Then I Verify "The Functionality Of Running Round In My Bets In The Menu"	PASSED	52.327 s

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

PASSED	DURATION - 1 m 13.882 s		Steps Total - 5 Pass - 5 Fail - 0 Skip - 0	
/ 11:50:11.083 AM // 11:51:24.965 AM /				
Functionality				
@Functionality @FunctionalityTest16				

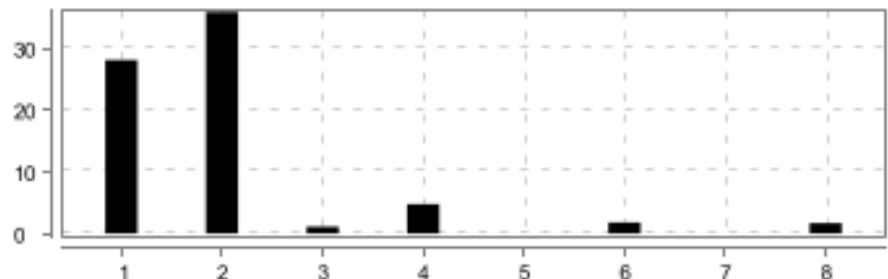

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	27.945 s
2	And I Join Live Sic Bo Revamp	PASSED	35.990 s
3	When I Enter The Dealer Table	PASSED	1.271 s
4	And I Go "To Limits And Payouts"	PASSED	4.504 s
5	Then I Verify "The Functionality After Clicking The Limits And Payouts In The Menu"	PASSED	3.231 s

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

PASSED		DURATION - 1 m 11.758 s			Steps Total - 5 Pass - 5 Fail - 0 Skip - 0	
/ 11:51:24.969 AM // 11:52:36.727 AM /						
Functionality						
@Functionality @FunctionalityTest17						

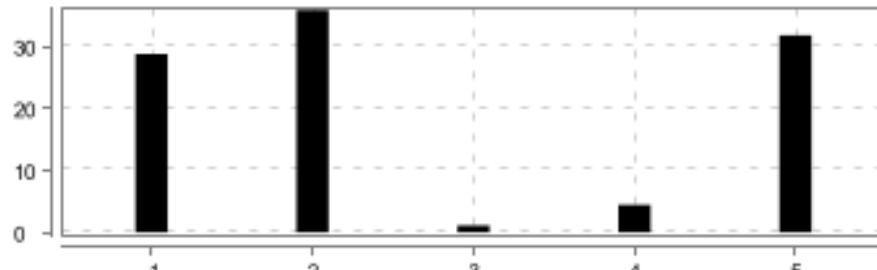

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	27.762 s
2	And I Join Live Sic Bo Revamp	PASSED	35.920 s
3	When I Enter The Dealer Table	PASSED	1.130 s
4	And I Go "To Help"	PASSED	4.475 s
5	Then I Verify "The Functionality After Clicking The Help In The Menu"	PASSED	1.448 s

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

PASSED		DURATION - 1 m 14.201 s			Steps Total - 8 Pass - 8 Fail - 0 Skip - 0	
/ 11:52:36.732 AM // 11:53:50.933 AM /						
Functionality						
@Functionality @FunctionalityTest18						

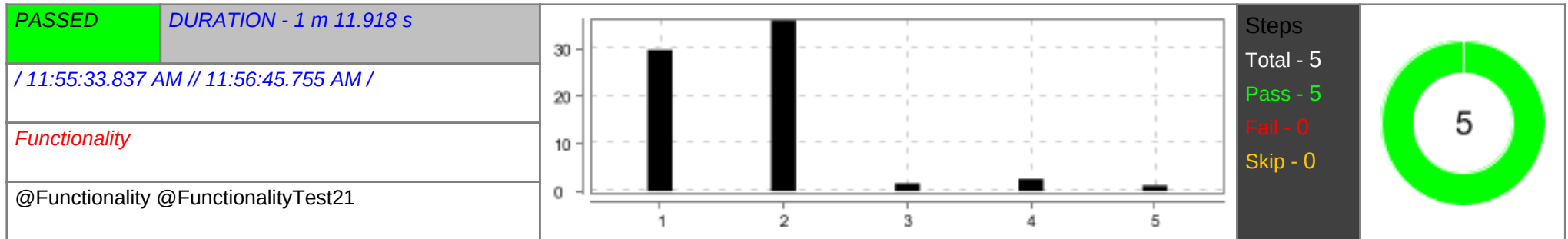
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.090 s
2	And I Join Live Sic Bo Revamp	PASSED	35.853 s
3	When I Enter The Dealer Table	PASSED	1.121 s
4	And I Go "To Help"	PASSED	4.738 s
5	And I Click "On Each Category in Help"	PASSED	0.000 s
6	Then I Verify "The Functionality After Clicking Each Category In The Menu"	PASSED	1.773 s
7	When I Click "On Each Category in Help"	PASSED	0.000 s
8	Then I Verify "The Functionality After Re-clicking Each Category In The Menu"	PASSED	1.714 s

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

PASSED	DURATION - 1 m 42.895 s		Steps Total - 5 Pass - 5 Fail - 0 Skip - 0	
/ 11:53:50.938 AM // 11:55:33.833 AM /				
Functionality				
@FunctionalityTest19 @Functionality				

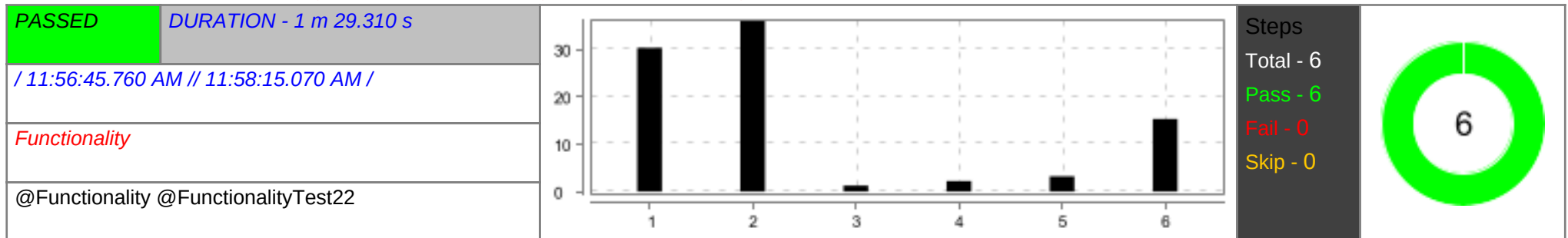
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.756 s
2	And I Join Live Sic Bo Revamp	PASSED	35.824 s
3	When I Enter The Dealer Table	PASSED	1.094 s
4	And I Go "To Settings"	PASSED	4.425 s
5	Then I Verify "The Functionality After Clicking The Settings In The Menu"	PASSED	31.789 s

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



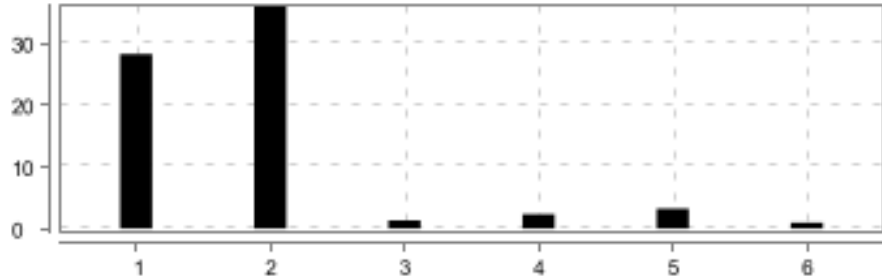

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.732 s
2	And I Join Live Sic Bo Revamp	PASSED	35.886 s
3	When I Enter The Dealer Table	PASSED	1.593 s
4	And I Click "The Switch Table Button"	PASSED	2.524 s
5	Then I Verify "The Functionality After Clicking The Switch Table Button"	PASSED	1.154 s

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



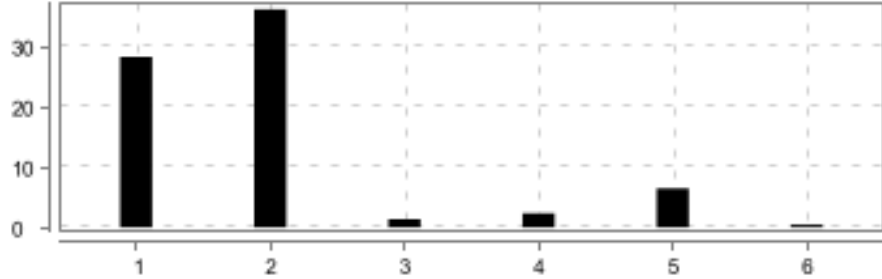

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.308 s
2	And I Join Live Sic Bo Revamp	PASSED	35.969 s
3	When I Enter The Dealer Table	PASSED	1.295 s
4	And I Click "The Switch Table Button"	PASSED	2.220 s
5	And I Go "To Other Sic Bo Table"	PASSED	3.218 s
6	Then I Verify "The Functionality After Selecting Other Table In The Switch Table"	PASSED	15.317 s

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

<b>PASSED</b>	DURATION - 1 m 13.002 s		<b>Steps</b> Total - 6 Pass - 6 Fail - 0 Skip - 0	
/ 11:58:15.076 AM // 11:59:28.078 AM /				
Functionality				
@Functionality @FunctionalityTest23				

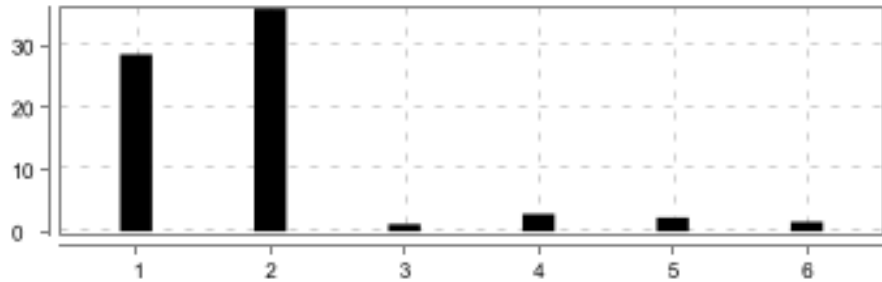

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.233 s
2	And I Join Live Sic Bo Revamp	PASSED	35.945 s
3	When I Enter The Dealer Table	PASSED	1.337 s
4	And I Click "The Switch Table Button"	PASSED	2.309 s
5	And I Go "To Other Live Products"	PASSED	3.235 s
6	Then I Verify "The Functionality After Selecting Other Product In The Switch Table"	PASSED	0.932 s

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

<div>PASSED</div> <div>DURATION - 1 m 15.918 s</div>		<div></div>	<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 11:59:28.082 AM // 12:00:44.000 PM /				
Functionality				
@Functionality @FunctionalityTest24				

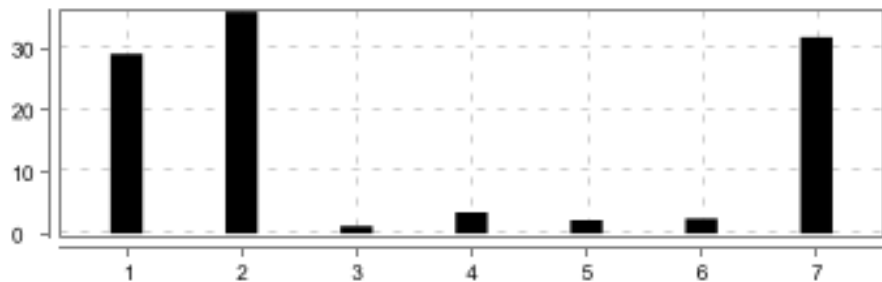

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.280 s
2	And I Join Live Sic Bo Revamp	PASSED	36.118 s
3	When I Enter The Dealer Table	PASSED	1.348 s
4	And I Click "The Switch Table Button"	PASSED	2.314 s
5	And I Go "To Other Live Products Table"	PASSED	6.447 s
6	Then I Verify "The Functionality After Seating On Other Live Products Table"	PASSED	0.443 s

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

<div>PASSED</div> <div>DURATION - 1 m 13.131 s</div>		<div></div>	<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:00:44.004 PM // 12:01:57.135 PM /				
Functionality				
@Functionality @FunctionalityTest25				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.561 s
2	And I Join Live Sic Bo Revamp	PASSED	35.868 s
3	When I Enter The Dealer Table	PASSED	1.164 s
4	And I Wait "Until Betting Phase"	PASSED	2.800 s
5	And I Click "The Table Limit Button"	PASSED	2.196 s
6	Then I Verify "The Functionality After Clicking The Table Limit Button"	PASSED	1.546 s

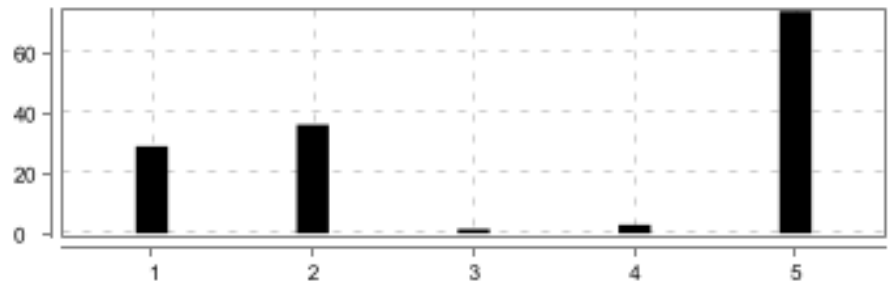

### FT Test 26: Checking The Functionality After Selecting Other Table Limit

<div>PASSED</div>	<div>DURATION - 1 m 46.945 s</div>	<div></div>	<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:01:57.143 PM // 12:03:44.088 PM /				
Functionality				
@Functionality @FunctionalityTest26				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.064 s
2	And I Join Live Sic Bo Revamp	PASSED	35.875 s
3	When I Enter The Dealer Table	PASSED	1.204 s
4	And I Wait "Until Betting Phase"	PASSED	3.416 s
5	And I Click "The Table Limit Button"	PASSED	2.180 s
6	And I Go "To Other Table Limit Table"	PASSED	2.407 s

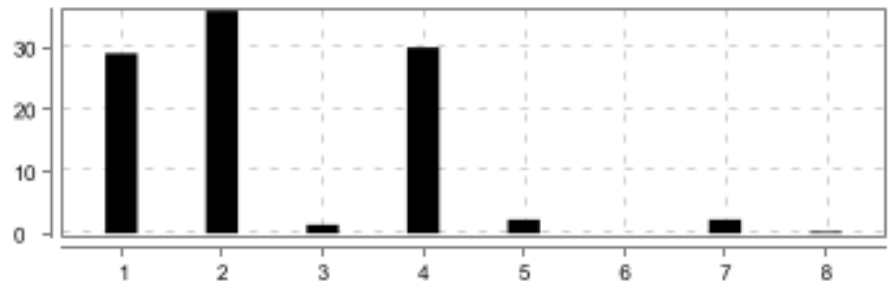

#	Step / Hook Details	Status	Duration
7	Then I Verify "The Functionality After Selecting Other Table Limit"	PASSED	31.771 s

### FT Test 27: Checking The Functionality Of The Statistics Button

PASSED		DURATION - 2 m 23.836 s			Steps Total - 5 Pass - 5 Fail - 0 Skip - 0	
/ 12:03:44.092 PM // 12:06:07.928 PM /						
Functionality						
@Functionality @FunctionalityTest27						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.837 s
2	And I Join Live Sic Bo Revamp	PASSED	36.074 s
3	When I Enter The Dealer Table	PASSED	1.381 s
4	And I Click "The Statistics Button"	PASSED	2.838 s
5	Then I Verify "The Functionality After Clicking The Statistics Button"	PASSED	1 m 13.689 s

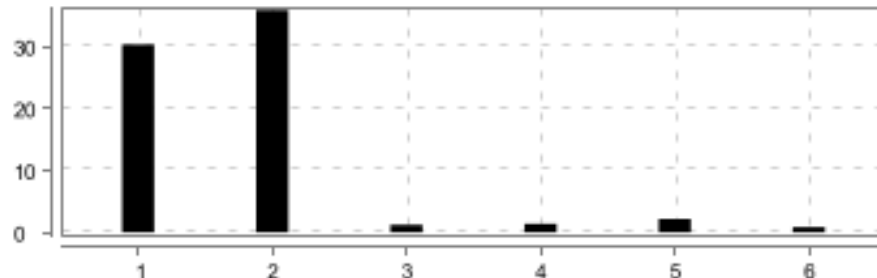

### FT Test 28: Checking The Functionality Of The Expand Shrink Button

PASSED	DURATION - 1 m 41.996 s		Steps Total - 8 Pass - 8 Fail - 0 Skip - 0	
/ 12:06:07.933 PM // 12:07:49.929 PM /				
Functionality				
@Functionality @FunctionalityTest28				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.052 s
2	And I Join Live Sic Bo Revamp	PASSED	35.902 s
3	When I Enter The Dealer Table	PASSED	1.348 s
4	And I Wait "Until Betting Phase"	PASSED	29.981 s

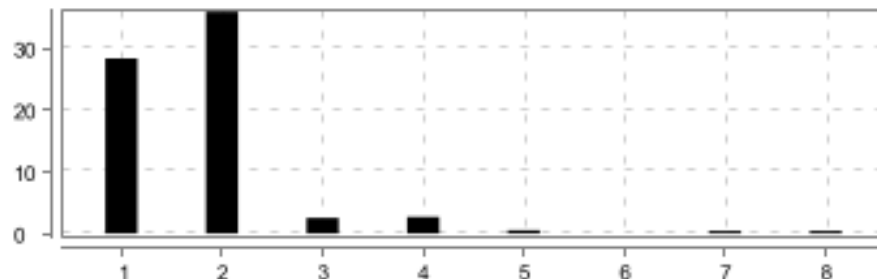

#	Step / Hook Details	Status	Duration
5	And I Click "The Expand Shrink Button"	PASSED	2.202 s
6	Then I Verify "The Functionality After Clicking Expand Shrink Button"	PASSED	0.024 s
7	When I Click "The Expand Shrink Button"	PASSED	2.212 s
8	Then I Verify "The Functionality After Re-clicking Expand Shrink Button"	PASSED	0.291 s

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

PASSED	DURATION - 1 m 12.669 s		<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:07:49.934 PM // 12:09:02.603 PM /				
Functionality				
@Functionality @FunctionalityTest29				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.289 s
2	And I Join Live Sic Bo Revamp	PASSED	35.864 s
3	When I Enter The Dealer Table	PASSED	1.216 s
4	And I Check "The Default Chips"	PASSED	1.348 s
5	And I Click "The Edit Chips Button"	PASSED	2.165 s
6	Then I Verify "The Functionality After Clicking The Edit Chips Button"	PASSED	0.835 s

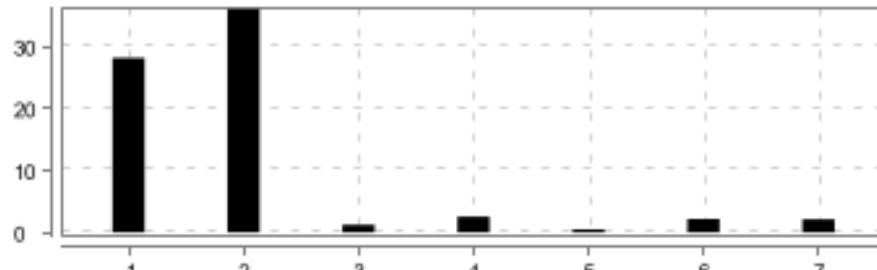

### FT Test 30: Checking The Functionality After Changing Betting Chips

PASSED	DURATION - 1 m 11.926 s		<div>Steps</div> <div>Total - 8</div> <div>Pass - 8</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:09:02.608 PM // 12:10:14.534 PM /				
Functionality				
@Functionality @FunctionalityTest30				



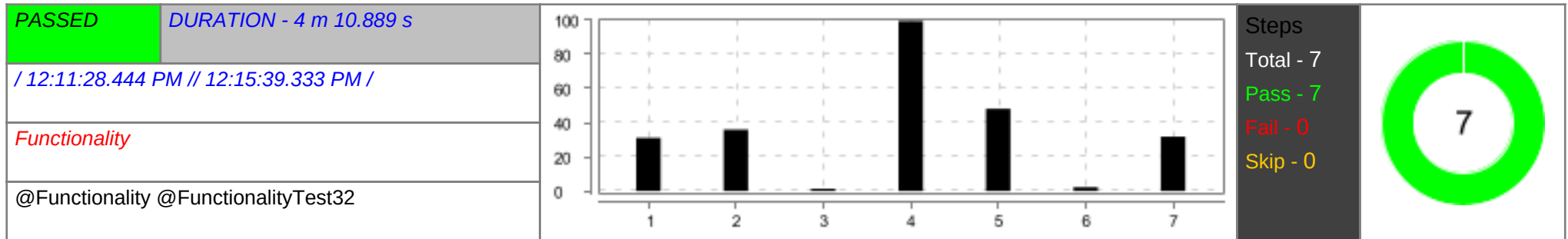
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.363 s
2	And I Join Live Sic Bo Revamp	PASSED	35.910 s
3	When I Enter The Dealer Table	PASSED	2.536 s
4	And I Click "The Edit Chips Button"	PASSED	2.720 s
5	And I Do "Remove Any Chips On My Chips"	PASSED	0.538 s
6	Then I Verify "The Functionality After Removing Betting Chips"	PASSED	0.000 s
7	When I Do "Select Any Chips On Chips Selections"	PASSED	0.418 s
8	Then I Verify "The Functionality After Adding Betting Chips"	PASSED	0.418 s

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

PASSED		DURATION - 1 m 13.900 s			<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:10:14.539 PM // 12:11:28.439 PM /						
Functionality						
@Functionality @FunctionalityTest31						

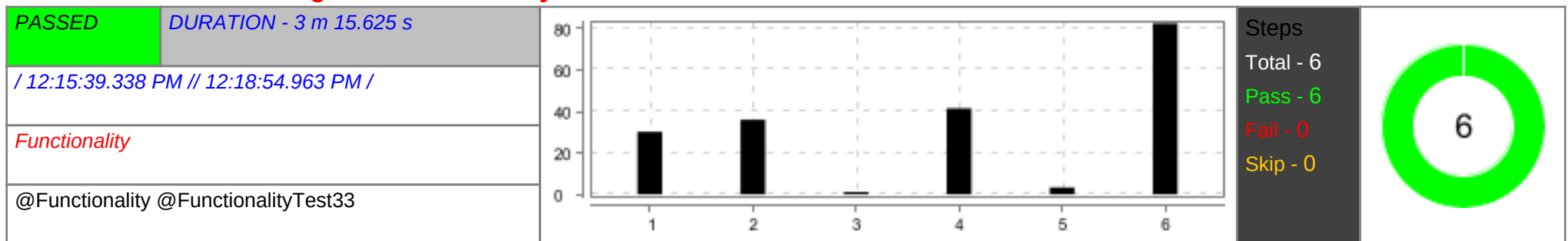
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.141 s
2	And I Join Live Sic Bo Revamp	PASSED	35.990 s
3	When I Enter The Dealer Table	PASSED	1.204 s
4	And I Click "The Edit Chips Button"	PASSED	2.510 s
5	And I Do "Replace Any Chip On My Chips"	PASSED	0.457 s
6	And I Click "The Save Button"	PASSED	2.153 s
7	Then I Verify "The Functionality After Clicking The Save Button In Chip Settings"	PASSED	2.114 s

### FT Test 32: Checking The Functionality Of The Undo Button



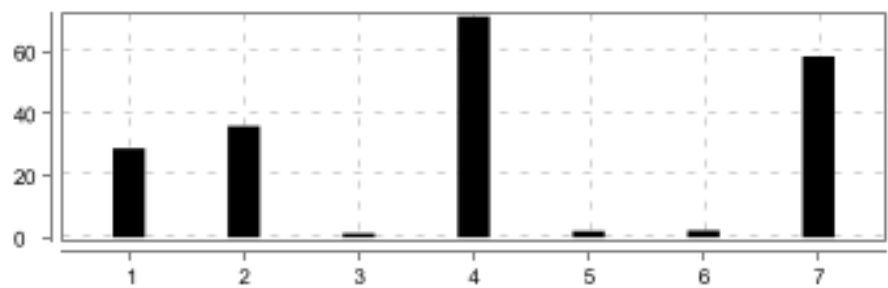

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	31.059 s
2	And I Join Live Sic Bo Revamp	PASSED	35.950 s
3	When I Enter The Dealer Table	PASSED	1.298 s
4	And I Place "And Undo Any Betting Options"	PASSED	1 m 39.365 s
5	And I Place "A Bet On Two Or More Betting Options"	PASSED	48.143 s
6	And I Click "The Undo Button"	PASSED	2.195 s
7	Then I Verify "The Functionality After Clicking The Undo Button"	PASSED	31.869 s

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



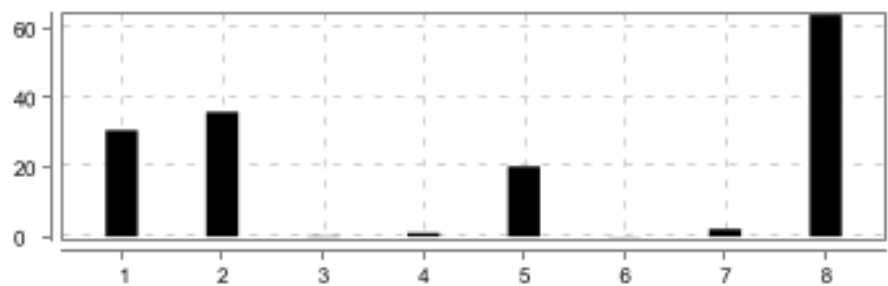

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.156 s
2	And I Join Live Sic Bo Revamp	PASSED	35.996 s
3	When I Enter The Dealer Table	PASSED	1.133 s
4	And I Place "A Bet On Four Or More Betting Options"	PASSED	41.550 s
5	And I Do "Press And Hold The Undo Button"	PASSED	3.331 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

<div>PASSED</div> <div>DURATION - 3 m 20.685 s</div>		<div></div>	<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:18:54.971 PM // 12:22:15.656 PM /				
Functionality				
@Functionality @FunctionalityTest34				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.767 s
2	And I Join Live Sic Bo Revamp	PASSED	35.910 s
3	When I Enter The Dealer Table	PASSED	1.236 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 11.228 s
5	And I Check "The Betting Chip"	PASSED	2.027 s
6	And I Click "The Confirm Button"	PASSED	2.179 s
7	Then I Verify "The Functionality After Clicking The Confirm Button"	PASSED	58.356 s

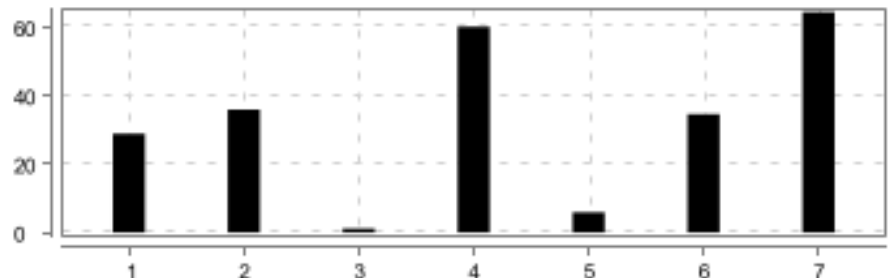

### FT Test 35: Checking The Functionality Of The Top up And Confirm Button

<b>PASSED</b>		DURATION - 2 m 34.984 s			<div>Steps</div> <div>Total - 8</div> <div>Pass - 8</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:22:15.662 PM // 12:24:50.646 PM /						
Functionality						
@Functionality @FunctionalityTest35						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.602 s
2	And I Join Live Sic Bo Revamp	PASSED	35.885 s
3	When I Click "The High Table Limits"	PASSED	0.166 s
4	And I Enter The Dealer Table	PASSED	1.079 s
5	And I Place "A Bet On Any Betting Options"	PASSED	20.221 s

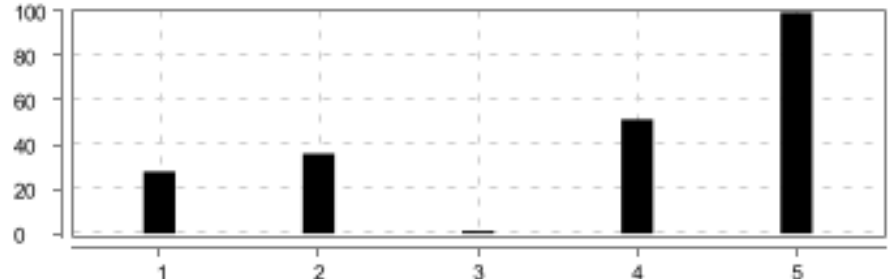

#	Step / Hook Details	Status	Duration
6	Then I Verify "The Functionality Of The Confirm Button"	PASSED	0.075 s
7	And I Click "The Confirm Button"	PASSED	2.170 s
8	Then I Verify "The Functionality After Clicking The Top Up And Confirm Button"	PASSED	1 m 3.780 s

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

PASSED		DURATION - 3 m 51.952 s			Steps Total - 7 Pass - 7 Fail - 0 Skip - 0	
/ 12:24:50.653 PM // 12:28:42.605 PM /						
Functionality						
@Functionality @FunctionalityTest36						

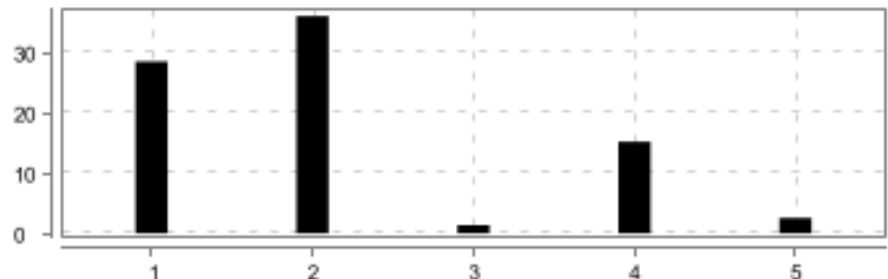

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.882 s
2	And I Join Live Sic Bo Revamp	PASSED	35.939 s
3	When I Enter The Dealer Table	PASSED	1.144 s
4	And I Place "And Confirm Any Betting Options"	PASSED	1 m 0.100 s
5	And I Do "Switch And Join Another Table"	PASSED	5.928 s
6	And I Place "And Confirm Any Betting Options"	PASSED	34.570 s
7	Then I Verify "The Functionality Of The Switch Table When Betting In Multiple Tables"	PASSED	1 m 4.418 s

### FT Test 37: Checking The Functionality Of The Betting Timer Once It Starts

PASSED		DURATION - 3 m 36.479 s			Steps Total - 5 Pass - 5 Fail - 0 Skip - 0	
/ 12:28:42.610 PM // 12:32:19.089 PM /						
Functionality						
@Functionality @FunctionalityTest37						

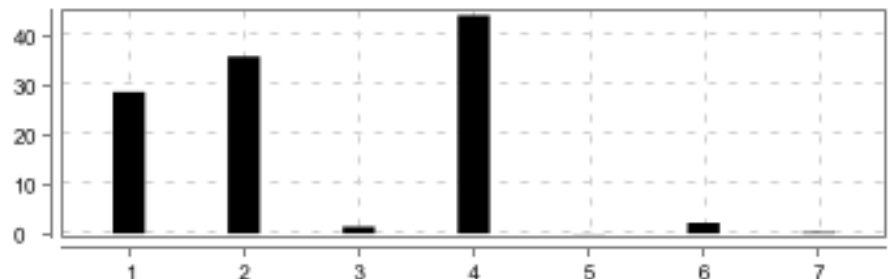

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	27.808 s
2	And I Join Live Sic Bo Revamp	PASSED	35.861 s
3	When I Enter The Dealer Table	PASSED	1.164 s
4	And I Wait "Until Betting Timer Starts"	PASSED	51.264 s
5	Then I Verify "The Functionality Of The Betting Timer Once It Starts"	PASSED	1 m 39.360 s

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

PASSED		DURATION - 1 m 24.632 s			<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:32:19.099 PM // 12:33:43.731 PM /						
Functionality						
@Functionality @FunctionalityTest38						

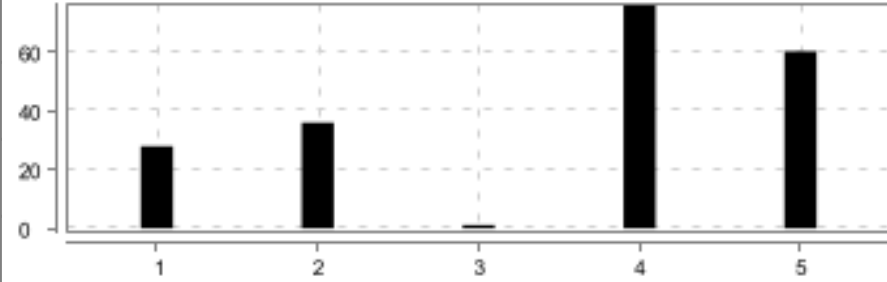

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.483 s
2	And I Join Live Sic Bo Revamp	PASSED	36.016 s
3	When I Enter The Dealer Table	PASSED	1.380 s
4	And I Wait "Until Betting Timer Ends"	PASSED	15.207 s
5	Then I Verify "The Functionality Of The Betting Timer Once It Ends"	PASSED	2.547 s

### FT Test 39: Checking The Functionality Of The Double Button

PASSED	DURATION - 1 m 53.555 s		Steps Total - 7 Pass - 7 Fail - 0 Skip - 0	
/ 12:33:43.741 PM // 12:35:37.296 PM /				
Functionality				
@Functionality @FunctionalityTest39				

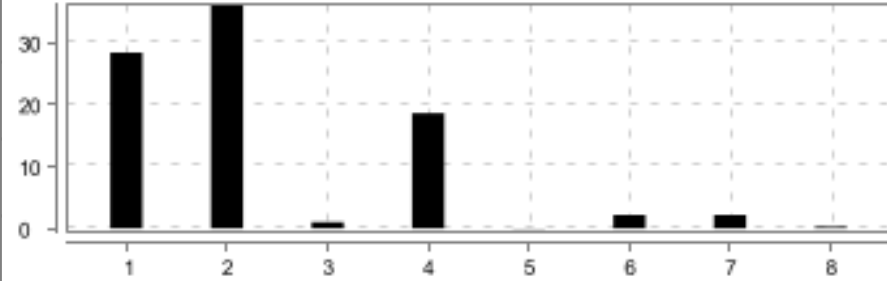

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.606 s
2	And I Join Live Sic Bo Revamp	PASSED	35.828 s
3	When I Enter The Dealer Table	PASSED	1.397 s
4	And I Place "A Bet On Any Betting Options"	PASSED	44.122 s
5	And I Check "The Placed Bet"	PASSED	0.063 s
6	And I Click "The Double Button"	PASSED	2.205 s
7	Then I Verify "The Functionality After Clicking The Double Button"	PASSED	0.256 s

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

PASSED		DURATION - 3 m 22.197 s			Steps Total - 5 Pass - 5 Fail - 0 Skip - 0			
/ 12:35:37.301 PM // 12:38:59.498 PM /								
Functionality								
@Functionality @FunctionalityTest40								

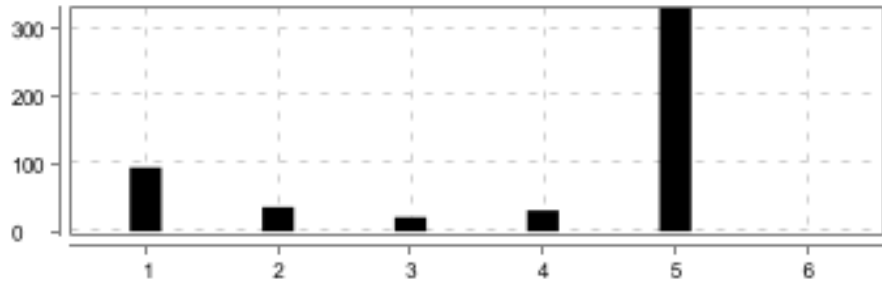

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	27.959 s
2	And I Join Live Sic Bo Revamp	PASSED	35.958 s
3	When I Enter The Dealer Table	PASSED	1.105 s
4	And I Place "And Confirm Any Betting Options"	PASSED	1 m 15.920 s
5	Then I Verify "The Functionality Of Total Balance After Confirming Any Bets"	PASSED	1 m 0.239 s

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

PASSED	DURATION - 1 m 29.546 s		Steps Total - 8 Pass - 8 Fail - 0 Skip - 0	
/ 12:38:59.503 PM // 12:40:29.049 PM /				
Functionality				
@Functionality @FunctionalityTest41				

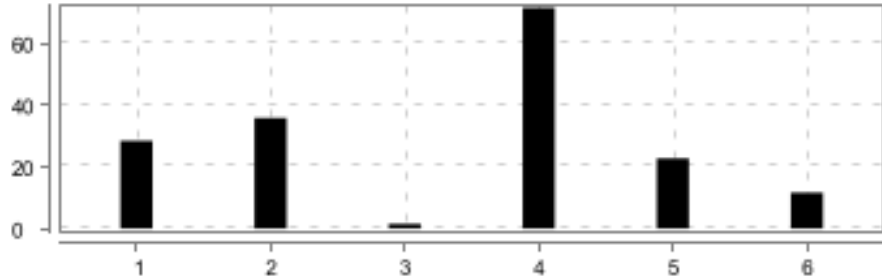

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.334 s
2	And I Join Live Sic Bo Revamp	PASSED	35.933 s
3	When I Enter The Dealer Table	PASSED	1.029 s
4	And I Place "A Bet On Any Betting Options"	PASSED	18.558 s
5	And I Check "The Placed Bet"	PASSED	0.039 s
6	And I Click "The Double Button"	PASSED	2.187 s
7	And I Click "The Confirm Button"	PASSED	2.183 s
8	Then I Verify "The Functionality Of Total Balance After Confirming And Doubling Bets"	PASSED	0.273 s

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

PASSED	DURATION - 8 m 33.059 s		Steps Total - 6 Pass - 6 Fail - 0 Skip - 0	
/ 12:40:29.054 PM // 12:49:02.113 PM /				
Functionality				
@Functionality @FunctionalityTest42				

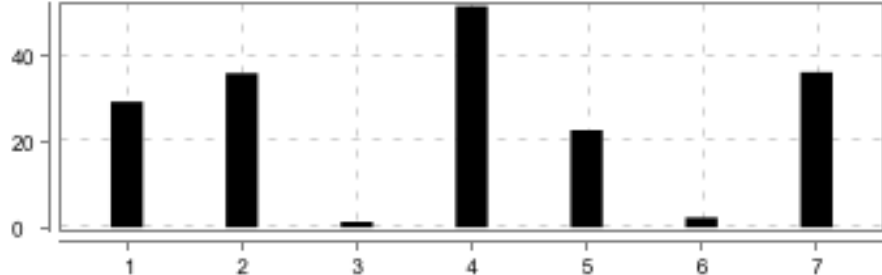

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	1 m 34.149 s
2	And I Join Live Sic Bo Revamp	PASSED	35.914 s
3	When I Enter The Dealer Table	PASSED	20.778 s
4	And I Place "And Confirm Any Betting Options"	PASSED	31.148 s
5	And I Wait "Until Bet Wins"	PASSED	5 m 29.949 s
6	Then I Verify "The Functionality Of Total Balance After Winning Round"	PASSED	0.173 s

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

<div>PASSED</div>	<div>DURATION - 2 m 52.493 s</div>	<div></div>	<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 12:49:02.118 PM // 12:51:54.611 PM /</div>				
<div>Functionality</div>				
<div>@Functionality @FunctionalityTest43</div>				

#	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	35.819 s
3	When I Enter The Dealer Table	PASSED	1.454 s
4	And I Place "A Bet On Any Betting Options"	PASSED	1 m 11.428 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.672 s
6	Then I Verify "The Functionality After Betting Timer Reaches Last 10 Seconds And Not Confirming"	PASSED	11.573 s

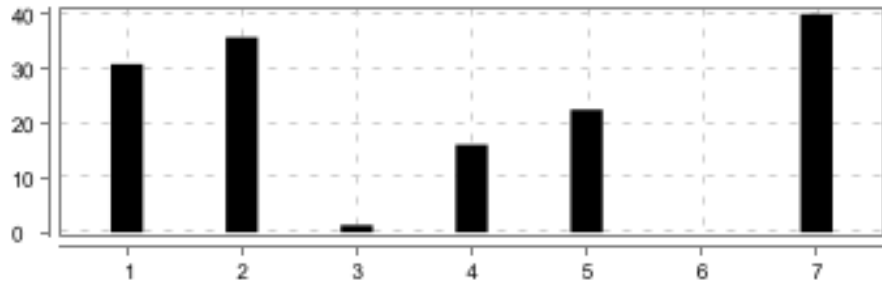

### FT Test 44: Checking The Functionality Of The Confirm Button On Popup Message

<div>PASSED</div>	<div>DURATION - 2 m 59.987 s</div>	<div></div>	<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 12:51:54.617 PM // 12:54:54.604 PM /</div>				
<div>Functionality</div>				
<div>@Functionality @FunctionalityTest44</div>				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.270 s
2	And I Join Live Sic Bo Revamp	PASSED	35.874 s
3	When I Enter The Dealer Table	PASSED	1.263 s
4	And I Place "A Bet On Any Betting Options"	PASSED	51.511 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.660 s
6	And I Click "The Popup Confirm Button"	PASSED	2.276 s
7	Then I Verify "The Functionality After Clicking The Confirm Button On Popup Message"	PASSED	36.122 s

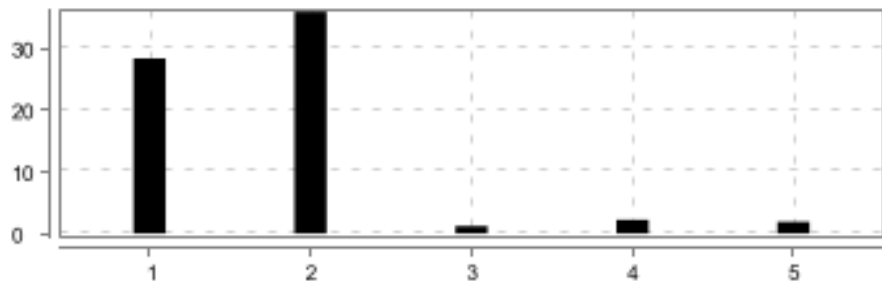



### FT Test 45: Checking The Functionality Of The Not Now Button On Popup Message

<div>PASSED</div> <div>DURATION - 2 m 27.814 s</div>		<div></div>	<div>Steps</div> <div>Total - 7</div> <div>Pass - 7</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:54:54.611 PM // 12:57:22.425 PM /				
Functionality				
@Functionality @FunctionalityTest45				

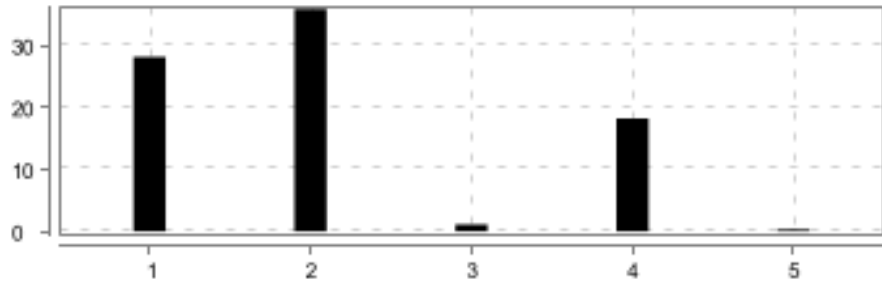

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	30.897 s
2	And I Join Live Sic Bo Revamp	PASSED	35.852 s
3	When I Enter The Dealer Table	PASSED	1.304 s
4	And I Place "A Bet On Any Betting Options"	PASSED	16.120 s
5	And I Wait "Until Betting Timer Reaches Last 10 Seconds"	PASSED	22.551 s
6	And I Click "The Popup Not Now Button"	PASSED	0.001 s
7	Then I Verify "The Functionality After Clicking The Not Now Button On Popup Message"	PASSED	40.095 s

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

<div>PASSED</div>	<div>DURATION - 1 m 10.631 s</div>	<div></div>	<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:57:22.429 PM // 12:58:33.060 PM /				
Functionality				
@Functionality @FunctionalityTest46				

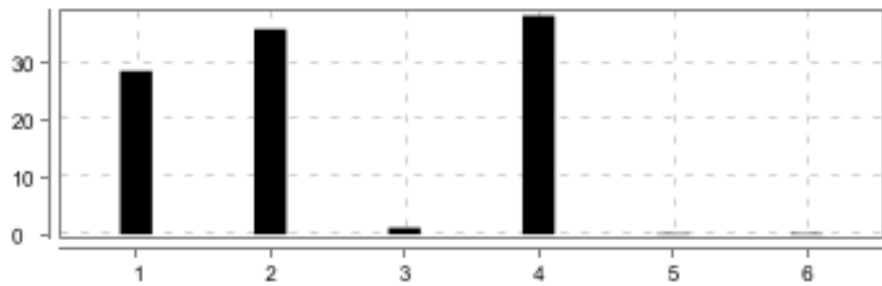

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.331 s
2	And I Join Live Sic Bo Revamp	PASSED	35.910 s
3	When I Enter The Dealer Table	PASSED	1.241 s
4	And I Click "The Back Button On Game"	PASSED	2.245 s
5	Then I Verify "The Functionality After Clicking The Back Button On Game"	PASSED	1.922 s

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

<div>PASSED</div> <div>DURATION - 1 m 24.529 s</div>		<div></div>	<div>Steps</div> <div>Total - 5</div> <div>Pass - 5</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
/ 12:58:33.067 PM // 12:59:57.596 PM /				
Functionality				
@Functionality @FunctionalityTest47				

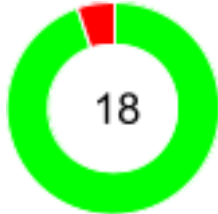
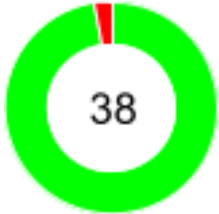
#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.123 s
2	And I Join Live Sic Bo Revamp	PASSED	35.859 s
3	When I Enter The Dealer Table	PASSED	1.102 s
4	And I Wait "Until Round Is Finished"	PASSED	18.195 s
5	Then I Verify "The Functionality Of The Round Result History"	PASSED	0.318 s

### FT Test 48: Checking The Functionality After Increasing A Placed Bet

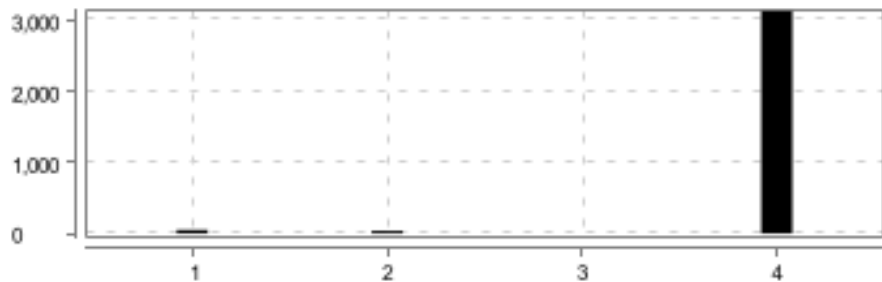

PASSED		DURATION - 1 m 45.076 s			<div>Steps</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 12:59:57.601 PM // 1:01:42.677 PM /						
Functionality						
@Functionality @FunctionalityTest48						

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.556 s
2	And I Join Live Sic Bo Revamp	PASSED	35.850 s
3	When I Enter The Dealer Table	PASSED	1.130 s
4	And I Place "A Bet On Any Betting Options"	PASSED	38.177 s
5	And I Place "A Bet On Same Betting Options"	PASSED	0.202 s
6	Then I Verify "The Functionality After Increasing A Placed Bet"	PASSED	0.197 s

## Result And Statistics

<b>FAILED</b>	DURATION - 54 m 13.896 s	Scenarios Total - 18 Pass - 17 Fail - 1 Skip - 0		Steps Total - 38 Pass - 37 Fail - 1 Skip - 0	
/ 1:01:42.685 PM // 1:55:56.581 PM /					



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

<div>PASSED</div>	<div>DURATION - 53 m 34.987 s</div>		<div>Steps</div> <div>Total - 4</div> <div>Pass - 4</div> <div>Fail - 0</div> <div>Skip - 0</div>	
<div>/ 1:01:42.685 PM // 1:55:17.672 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsWait @ResultAndStatistics</div>				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	50.525 s
2	When I Join Live Sic Bo Revamp	PASSED	35.916 s
3	And I Enter The Dealer Table With 300 Rounds	PASSED	1.259 s
4	Then I Place A Bet Until There Is A Round Result For All Results And Statistics	PASSED	52 m 6.217 s
	<div>Big Result</div> <div>Small Result</div> <div>Any Triple Result</div> <div>Big Percentage</div> <div>Any Triple Percentage</div> <div>Small Percentage</div> <div>Odd Percentage</div> <div>Even Percentage</div> <div>Dice 1 Percentage</div> <div>Dice 2 Percentage</div> <div>Dice 3 Percentage</div> <div>Dice 4 Percentage</div> <div>Dice 5 Percentage</div>		

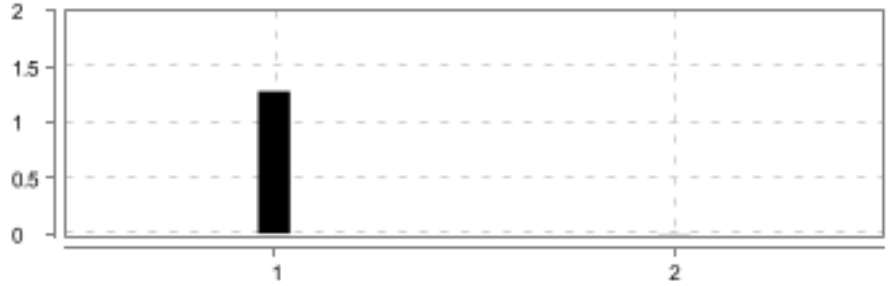

#	Step / Hook Details	Status	Duration
	<div>Dice 6 Percentage</div> <div>Hot Numbers Win</div> <div>Cold Numbers Lose</div> <div>Cold Numbers Win</div>		

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

<b>PASSED</b>	DURATION - 2.304 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:17.675 PM // 1:55:19.979 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest1				

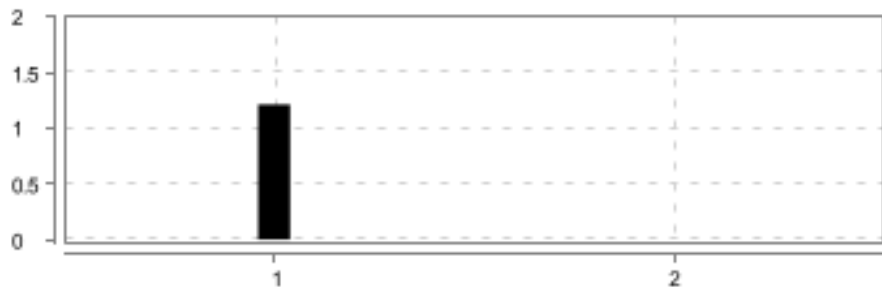

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.411 s
2	Then I Verify The Result Panel When "Big" Wins	PASSED	0.003 s

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

<b>PASSED</b>	DURATION - 2.247 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:19.982 PM // 1:55:22.229 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest2				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.280 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

<div>PASSED</div>	<div>DURATION - 2.187 s</div>		<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
<div>/ 1:55:22.232 PM // 1:55:24.419 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatistics @ResultAndStatisticsTest3</div>				

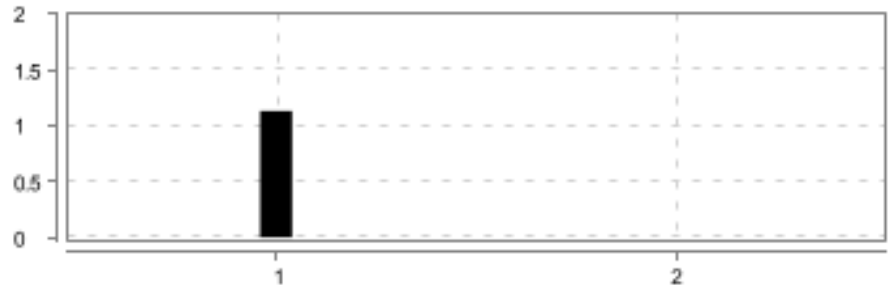

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.213 s
2	Then I Verify The Result Panel When "Any Triple" Wins	PASSED	0.001 s

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

<div>FAILED</div> <div>DURATION - 2.258 s</div>		<div></div>	<div>Steps</div> <div>Total - 2</div> <div>Pass - 1</div> <div>Fail - 1</div> <div>Skip - 0</div>	<div></div>
<div>/ 1:55:24.425 PM // 1:55:26.683 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsTest4_1 @ResultAndStatistics</div>				

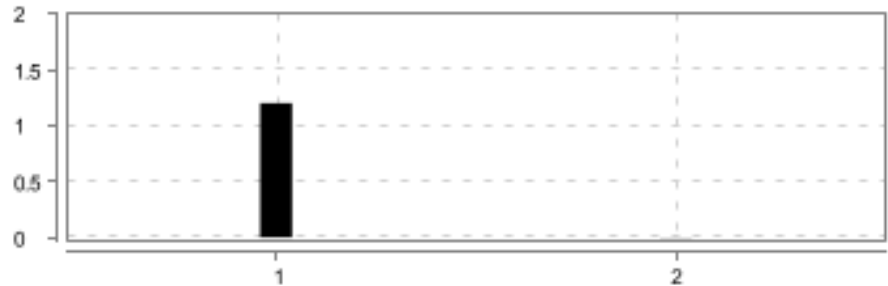

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.150 s
2	Then I Verify The "Big" Percentage Displayed	FAILED	0.003 s
	<pre>java.lang.AssertionError: Actual Result: 45.0 --&gt; 46.0 expected:&lt;45.0&gt; but was:&lt;46.0&gt;     at org.junit.Assert.fail(Assert.java:89)     at org.junit.Assert.failNotEquals(Assert.java:835)     at org.junit.Assert.assertEquals(Assert.java:555)     at utilities.handlers.AssertHandler.assertEquals(AssertHandler.java:44)     at modules.ResultAndStatistics.ResAndStatsTest4_1.verify(ResAndStatsTest4_1.java:65)     at steps.ResultAndStatistics.Steps.iVerifyThePercentageDisplayed(Steps.java:72)     at ?.I Verify The "Big" Percentage Displayed(file:///C:/Users/sc.auto2/Documents/GitHub/LiveSicBoMobileRevamp/src/test/resources/features/Priority%203/ResultAndStatistics.feature:46)     * Not displayable characters are replaced by '?'. </pre>		

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

<div>PASSED</div> <div>DURATION - 2.025 s</div>		<div></div>	<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 1:55:26.688 PM // 1:55:28.713 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsTest4_2 @ResultAndStatistics</div>				

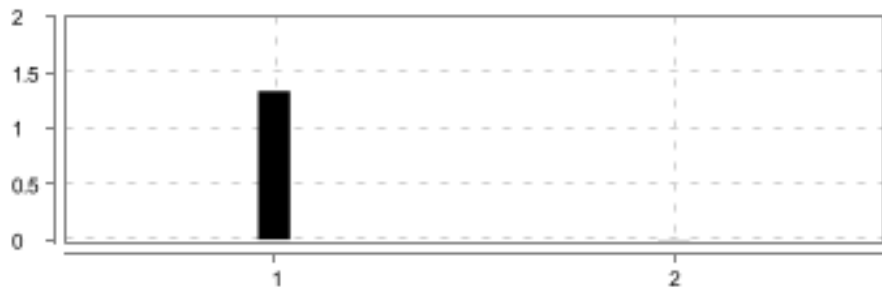

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.132 s
2	Then I Verify The "Any Triple" Percentage Displayed	PASSED	0.001 s

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

<div>PASSED</div>	<div>DURATION - 2.168 s</div>	<div></div>	<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 1:55:28.717 PM // 1:55:30.885 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsTest4_3 @ResultAndStatistics</div>				

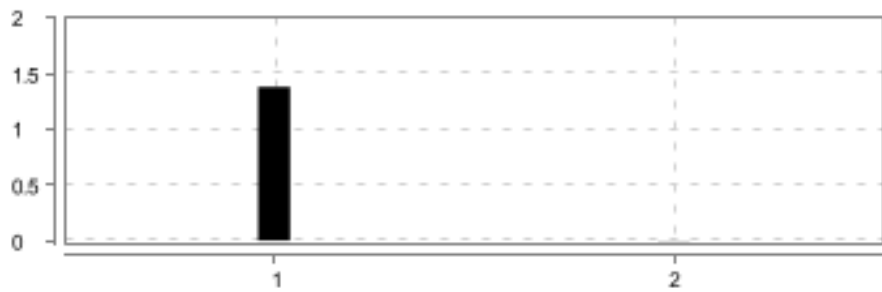

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.202 s
2	Then I Verify The "Small" Percentage Displayed	PASSED	0.002 s

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

<div>PASSED</div>	<div>DURATION - 2.355 s</div>		<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
<div>/ 1:55:30.890 PM // 1:55:33.245 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsTest4_4 @ResultAndStatistics</div>				



#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.333 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**

<div>PASSED</div>	<div>DURATION - 2.449 s</div>		<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
<div>/ 1:55:33.249 PM // 1:55:35.698 PM /</div>				
<div>Result And Statistics</div>				
<div>@ResultAndStatisticsTest4_5 @ResultAndStatistics</div>				

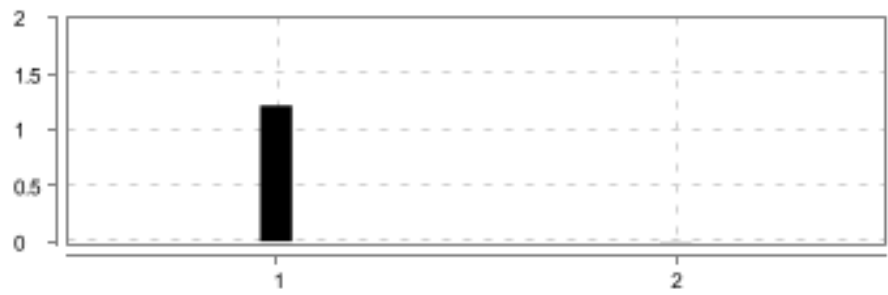

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.382 s
2	Then I Verify The "Even" Percentage Displayed	PASSED	0.002 s

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

<b>PASSED</b>	DURATION - 3.351 s		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0				
/ 1:55:35.702 PM // 1:55:39.053 PM /							
Result And Statistics							
@ResultAndStatisticsTest4_6 @ResultAndStatistics							

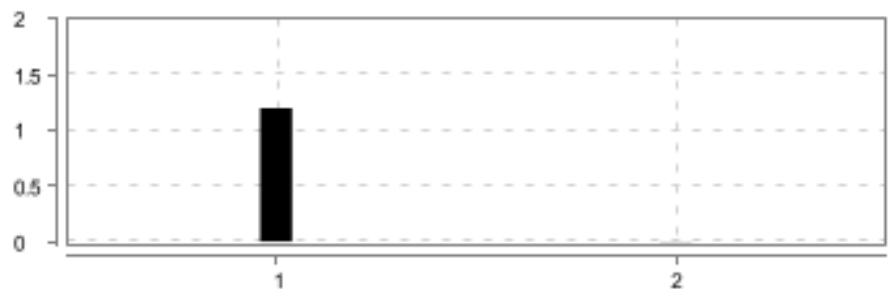

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	2.373 s
2	Then I Verify The "Dice 1" Percentage Displayed	PASSED	0.001 s

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

PASSED	DURATION - 2.183 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:39.060 PM // 1:55:41.243 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_7				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.217 s
2	Then I Verify The "Dice 2" Percentage Displayed	PASSED	0.002 s

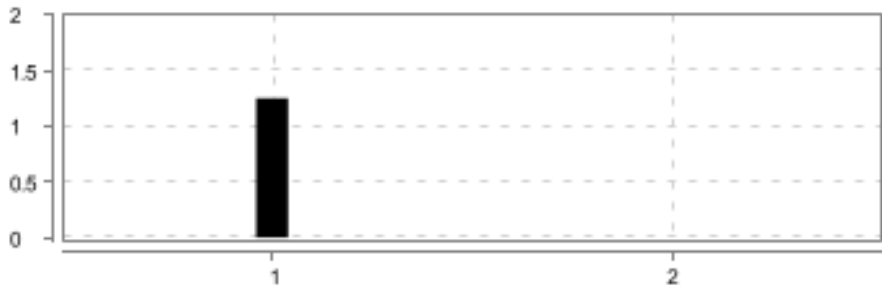

### RS Test 8 Of 4: Checking The Dice 3 Percentage Displayed On Statistics

PASSED		DURATION - 2.177 s			Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:41.250 PM // 1:55:43.427 PM /						
Result And Statistics						
@ResultAndStatistics @ResultAndStatisticsTest4_8						

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.199 s
2	Then I Verify The "Dice 3" Percentage Displayed	PASSED	0.002 s

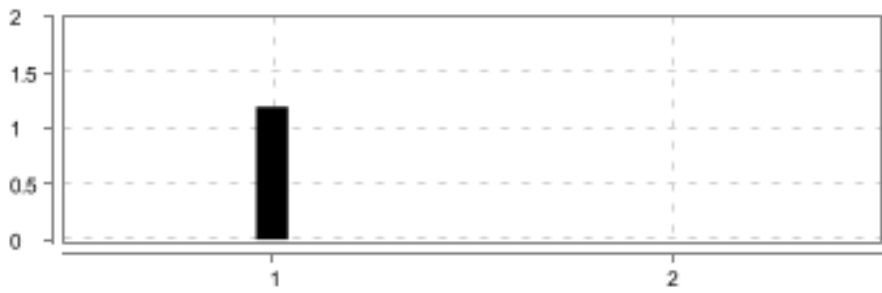

### RS Test 9 Of 4: Checking The Dice 4 Percentage Displayed On Statistics



<b>PASSED</b>	DURATION - 2.236 s		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:43.431 PM // 1:55:45.667 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_9				

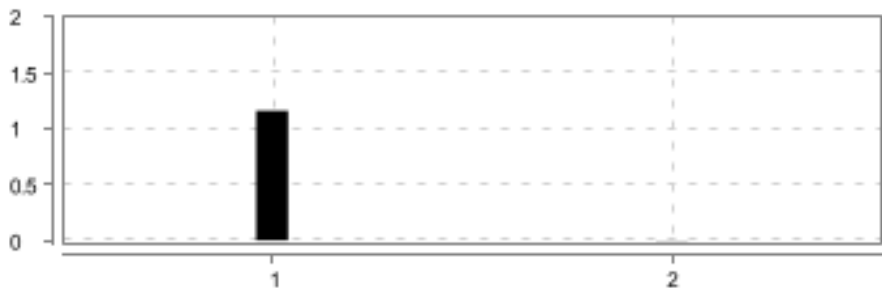

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.253 s
2	Then I Verify The "Dice 4" Percentage Displayed	PASSED	0.001 s

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

<b>PASSED</b>	DURATION - 2.249 s		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:45.671 PM // 1:55:47.920 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_10				

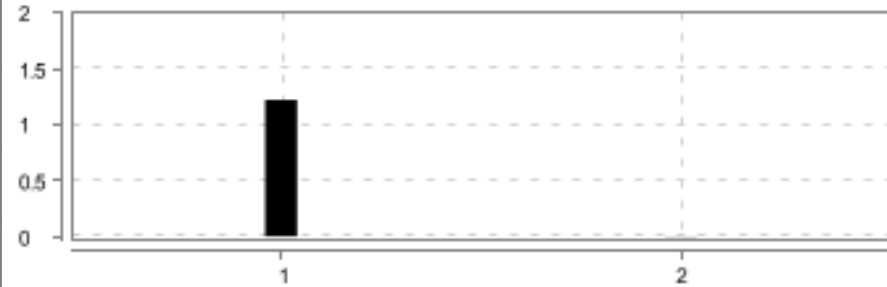

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.194 s
2	Then I Verify The "Dice 5" Percentage Displayed	PASSED	0.001 s

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

<b>PASSED</b>	DURATION - 2.168 s		<b>Steps</b> Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:47.923 PM // 1:55:50.091 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_11				

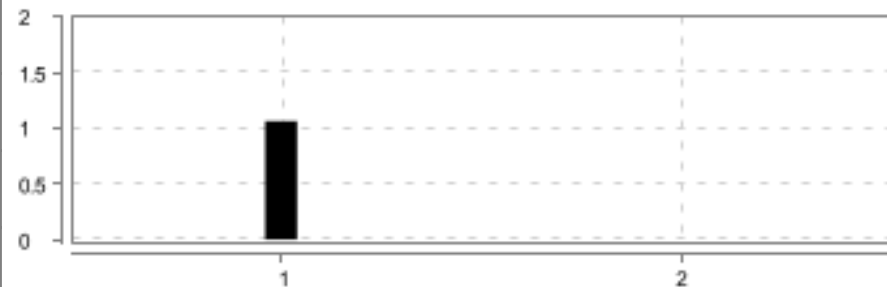

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.160 s
2	Then I Verify The "Dice 6" Percentage Displayed	PASSED	0.003 s

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

PASSED	DURATION - 2.252 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:50.097 PM // 1:55:52.349 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_12				

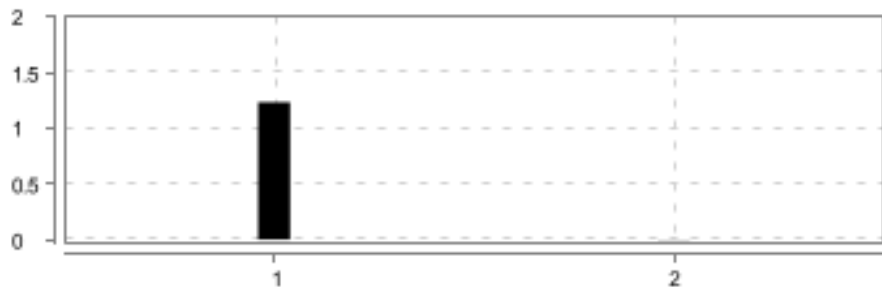

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.224 s
2	Then I Verify The "Hot" Numbers Displayed If They "Win"	PASSED	0.004 s

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

PASSED	DURATION - 2.026 s		Steps Total - 2 Pass - 2 Fail - 0 Skip - 0	
/ 1:55:52.352 PM // 1:55:54.378 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_13				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.065 s
2	Then I Verify The "Cold" Numbers Displayed If They "Lose"	PASSED	0.001 s

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



<div>PASSED</div>	<div>DURATION - 2.199 s</div>		<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 1:55:54.382 PM // 1:55:56.581 PM /				
Result And Statistics				
@ResultAndStatistics @ResultAndStatisticsTest4_14				

#	Step / Hook Details	Status	Duration
1	When I Check The Round Result	PASSED	1.236 s
2	Then I Verify The "Cold" Numbers Displayed If They "Win"	PASSED	0.002 s

## User Interface

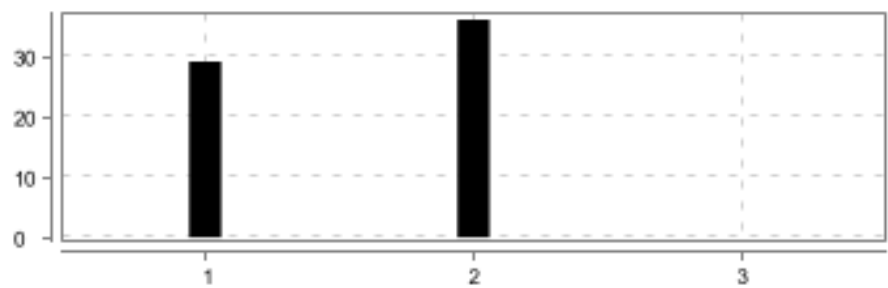

<div>PASSED</div>	<div>DURATION - 7 m 31.130 s</div>	<div>Scenarios</div> <div>Total - 6</div> <div>Pass - 6</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div><div></div><div>6</div></div>	<div>Steps</div> <div>Total - 20</div> <div>Pass - 20</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div><div></div><div>20</div></div>
<div>/ 1:55:56.594 PM // 2:03:27.724 PM /</div>					

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

<div>PASSED</div>	<div>DURATION - 29.801 s</div>		<div>Steps</div> <div>Total - 2</div> <div>Pass - 2</div> <div>Fail - 0</div> <div>Skip - 0</div>	
<div>/ 1:55:56.594 PM // 1:56:26.395 PM /</div>				
<div>User Interface</div>				
<div>@UserInterfaceTest1 @UserInterface</div>				

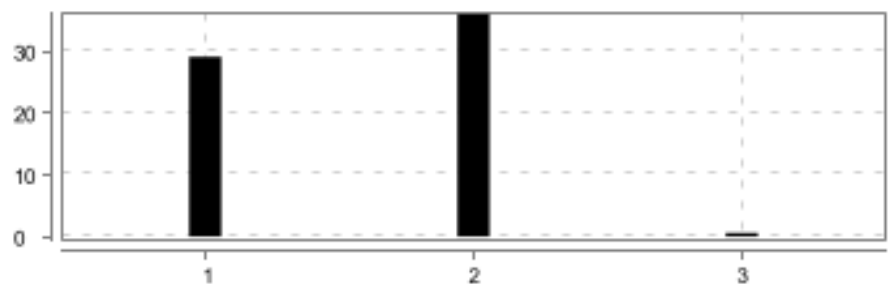

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.629 s
2	Then I Verify The Thumbnail Of Game	PASSED	0.058 s

### UI Test 2: Launching Of Live Sic Bo Revamp

<div>PASSED</div> <div>DURATION - 1 m 6.312 s</div>	<div></div>	<div>Steps</div> <div>Total - 3</div> <div>Pass - 3</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 1:56:26.398 PM // 1:57:32.710 PM /</div>			
<div>User Interface</div>			
<div>@UserInterfaceTest2 @UserInterface</div>			

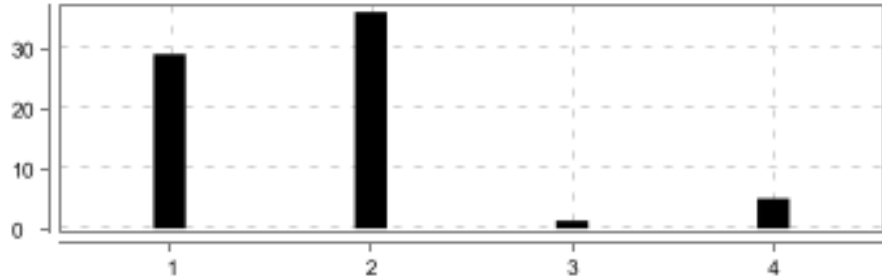

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.150 s
2	When I Join Live Sic Bo Revamp	PASSED	36.091 s
3	Then I Verify The Launching Of Game	PASSED	0.011 s

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

<div>PASSED</div>	<div>DURATION - 1 m 6.706 s</div>	<div></div>	<div><div>Steps</div><div>Total - 3</div><div>Pass - 3</div><div>Fail - 0</div><div>Skip - 0</div></div>	<div></div>
<div>/ 1:57:32.715 PM // 1:58:39.421 PM /</div>				
<div>User Interface</div>				
<div>@UserInterfaceTest3 @UserInterface</div>				

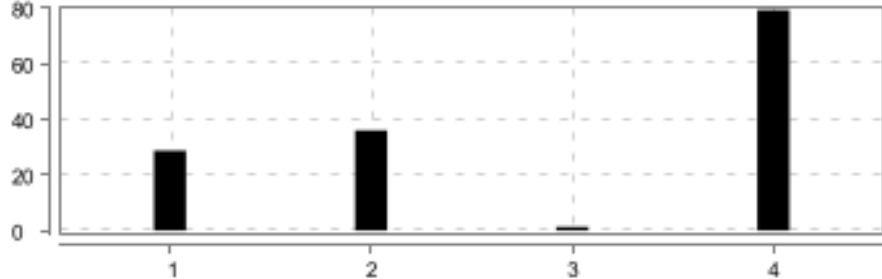

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.096 s
2	When I Join Live Sic Bo Revamp	PASSED	35.997 s
3	Then I Verify The Game Lobby	PASSED	0.574 s

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

<div>PASSED</div>	<div>DURATION - 1 m 12.351 s</div>	<div></div>	<div>Steps</div> <div>Total - 4</div> <div>Pass - 4</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 1:58:39.429 PM // 1:59:51.780 PM /</div>				
<div>User Interface</div>				
<div>@UserInterfaceTest4 @UserInterface</div>				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	29.011 s
2	When I Join Live Sic Bo Revamp	PASSED	36.048 s
3	And I Enter The Dealer Table	PASSED	1.316 s
4	Then I Verify The UI Of Game During Betting Phase	PASSED	4.993 s

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

<div>PASSED</div>	<div>DURATION - 2 m 26.393 s</div>		<div>Steps</div> <div>Total - 4</div> <div>Pass - 4</div> <div>Fail - 0</div> <div>Skip - 0</div>	
/ 1:59:51.784 PM // 2:02:18.177 PM /				
User Interface				
@UserInterfaceTest5 @UserInterface				

#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.794 s
2	When I Join Live Sic Bo Revamp	PASSED	35.971 s
3	And I Enter The Dealer Table	PASSED	1.335 s
4	Then I Verify The UI Of Game During Dealing Phase	PASSED	1 m 19.330 s

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

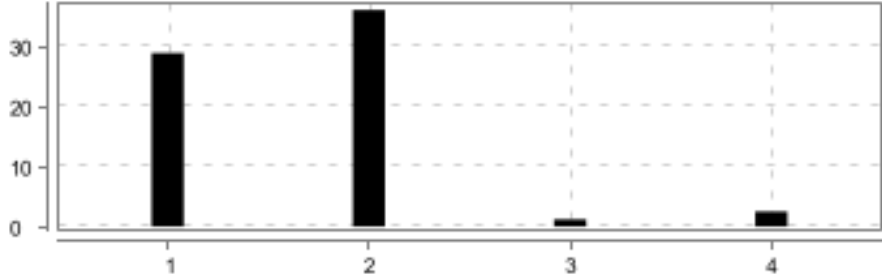
PASSED

DURATION - 1 m 9.544 s

/ 2:02:18.180 PM // 2:03:27.724 PM /

User Interface

@UserInterfaceTest6 @UserInterface



Step	Duration (s)
1	28.878
2	36.009
3	1.220
4	2.484


Steps

Total - 4

Pass - 4

Fail - 0

Skip - 0



#	Step / Hook Details	Status	Duration
1	Given I Go To The Live Casino	PASSED	28.878 s
2	When I Join Live Sic Bo Revamp	PASSED	36.009 s
3	And I Enter The Dealer Table	PASSED	1.220 s
4	Then I Verify The Mapping Of Betting Options	PASSED	2.484 s