# Test Case 1

## Bug Description

**Bug 1:** Game does not pay out at correct level.

When player wins on 1 match, balance does not increase.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 11/10/2017 | Ryan Smith | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Bug 1 Replication

## Script 1: Bug 1 replication

### Script Description

* Reproduces a bug that has been reported, wherein the game does not pay out at the correct level.

### Setup

* None

### Teardown

* None

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Run the game via the main class. | Some number of turns pass. | Pass |
| 2 | Search the results for a line that reads “Fred won 5, balance now ‘x’”. If such a line cannot be found, hit enter to play more games, and repeat. | A line matching that description is found. | Pass |
| 3 | Look at the line 4 lines previous to it. | Correct behavior: The number at the end of the line should be x – 5, as Fred won the next game and his balance would have increased. Bugged behavior: The number at the end of the line should be x. | Bugged |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 11/10/2017 12:32am | Ryan Smith | Test 1-1 |  | Bug present |