# Test Case 2

## Bug Description

**Bug 2:** Player cannot reach betting limit:

Limit set to 0, but game ends with player still with 5 (dollars) remaining.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 12/10/2017 | Ryan Smith | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

* 2.1 Bug 2 Replication

## Script 1: Bug 1 replication

### Script Description

* Reproduces a bug that has been reported, wherein the game does allow the player to reach their betting limit.

### Setup

* None

### Teardown

* None

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Run the game via the main class. | Some number of games occur. | Pass |
| 2 | Search the results for a line that contains “now has balance” – this is found at the end of each game. | A line matching that description is found. | Pass |
| 3 | Read the balance. If it says “200” or higher, repeat step two and 3. | Correct behavior: The number at the end of the line should be 0, as Freds betting limit is 0 and betting increments of $5 should be able to exactly reach that amount. Bugged behavior: The number at the end of the line should be 5. | Bugged |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 11/10/2017 9:07am | Ryan Smith | Test 2-1 |  | Bug present |