# Bug Resolution Report

## Changes Made:

* The ‘for’ loop in the Main class had its controller variable initialised to 1 instead of 0, and it’s limit set at <101 instead of <100.
* The toString() method in the DiceValue class now no longer takes a DiceValue as an argument.
* The toString() method in the DiceValue class now uses it’s instance value to get the string from the DATA\_REPR\_MAP.
* The toString() method in the DiceValue class now overrides the toString() method from it’s superclass Enum.

## Automated test output:

No automated test was designed for this bug.

## User Test Case Results

## Script 1: Bug 3 replication

### Script Description

* Reproduces a bug that has been reported, wherein there are minor text issues in the output.

### 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 | Look at the first game played. | Correct behavior: The game reads Game 1, and the dice values have the first letters capitalized.  Bugged behavior: The game reads Game 0, and the dice values are written in ALL CAPS. | Pass |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 13/10/2017 11:03am | Ryan Smith | Test 4-2 |  | Pass |