| **Test Name** | | | Bet Limit Test | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | User is able to bet according to the limit put on his funds | | | |
| **Test Description:** | | | This test shows how the game stops when the player has reached $5 rather than the limit set on $0 | | | |
| **Pre-conditions** | | | Fred must lose his games. Initial balance is above $5. | | | |
| **Post-conditions** | | | Fred should have 1 more game when he has $5 left (assuming he loses this turn). | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **F** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Set the value of pick to DiceValue.ANCHOR | | | This will make the value of ther user’s pick ANCHOR | P |  |
|  | Remove all elements in cdv and add any 3 elements that aren’t ANCHOR | | | This will make sure the game plays every turn with Fred losing | P |  |
|  | Run | | | Turn 65: Fred bet 5 on ANCHOR  Rolled CROWN, HEART, SPADE  Fred lost, balance now 5  Turn 66: Fred bet 5 on ANCHOR  Rolled CROWN, HEART, SPADE  Fred lost, balance now 0  66 turns later.  End Game 99: Fred now has balance 0 |  | F |