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| **Test Name** | | | Crown & Anchor Bug 1 | | | |
| **Use Case Tested:** | | | Game does not pay out at correct level | | | |
| **Test Description:** | | | Run the game and observe if player’s balance does not increase in one match. | | | |
| **Pre-conditions** | | | Single run of main() method to produce 100 games | | | |
| **Post-conditions** | | | n/a | | | |
| **Notes:** | | **Given the large number of turns in a single run (100 games x up to 100 turns), only the first 10 positive results will be observed and recorded or all results for the 100 games if less than 10 observations.**  **No test data are available to use as the main() method hard-codes the input data.** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS**  **ACTUAL TEST RESULTS** | P | F |
|  | Observe if player’s balance does not increase in one match (any dice matched) | | | Players balance does not increase in 10 observations  Actual results confirmed the hypothesis, however, another bug (Bug 4) was observed: that the same three dice combinations repeat in each turn, although they are a different set of three in each game. |  |  |
|  | Observe if player’s balance does not increase in two or three matches | | | Players balance does increase in 10 observations when two or three matches occur  Actual results confirmed the hypothesis, however, another bug (Bug 5) was observed: that when a win on two dice occurs, a win of only 1 to 1 is recorded against the balance. |  |  |
|  | Observe if player’s balance reduces in one match | | | Players balance does not reduce in 10 observations  Actual results confirmed the hypothesis. |  |  |
|  | Observe if player’s balance does not increase when a match occurs for each type of dice roll (for six types), i.e. the player’s balance does not increase in one match no matter what the type of dice roll. | | | Players balance does not increase in 10 observations for HEART, ANCHOR, CLUB, DIAMOND, CROWN, or SPADE match  Actual results confirmed the hypothesis, however, another bug (Bug 6) was observed: that a SPADE is never rolled in the game. Note that this test should be repeated when Bug 6 is fixed to observe if the test still has the same results against the full range of six types of dice. |  |  |

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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Player Name | “Fred” (set by default) |  |  |  |  |
| Games played | 100 (set by default) |  |  |  |  |
| Turns played | Until balance is 0 (set by default) |  |  |  |  |