| **Test Name** | | Limit Bug |
| --- | --- | --- |
| **Use Case Tested:** | | Bug02 |
| **Test Description:** | | Player cannot reach betting limit.  Limit set to 0, but game ends with player still with 5 (dollars) remaining. |
| **Pre-conditions** | | * Three identical six-faced dice exist. * Player has money to bet. * Player is over 18. |
| **Post-conditions** | | * Game has ended. * Money won has been received. * Money lost has been paid. |
| **Notes:** |  | |
| **Result (Pass/Fail/Warning/Incomplete)** |  | |

|  | **TEST STEP** | **EXPECTED TEST RESULTS** | P | F |
| --- | --- | --- | --- | --- |
| Run game as is originally given | | | | |
|  | Run the Game.  Look through at the end of any game and it will finish when the player has a balance of 5 left. | The game will end when Fred has 5 (dollars) left, and a new game will be started with Fred having 100.  The game should only be ended when Fred has a balance of 0 (zero). |  |  |
| Run fixed game | | | | |
|  | Run the Game.  Look through at the end of any game and it will finish when the player has a balance of 0 left or a maximum of 200. | The game will finish at the correct limit of 0 (instead of 5), or if the player has reached 200. |  |  |

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| Buggy Output | Fixed Output |
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