| **Test Name** | | Odds Bug |
| --- | --- | --- |
| **Use Case Tested:** | | Bug04 |
| **Test Description:** | | Odds in the game do not appear to be correct.  Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case. |
| **Pre-conditions** | | * Three identical six-faced dice exist. * Player has money to bet. * Player is over 18. |
| **Post-conditions** | | * Game has ended. * Win to lose ratio is approximately 42%. |
| **Notes:** |  | |
| **Result (Pass/Fail/Warning/Incomplete)** |  | |

|  | **TEST STEP** | **EXPECTED TEST RESULTS** | P | F |
| --- | --- | --- | --- | --- |
| Run game as originally given | | | | |
|  | Run the Game.  At the end of the game press the letter “q”, to be shown the percentage. | When the game is run the rolls of the dice never changed.  Example: If “CLUB, HEART, DIAMOND” were rolled in the first turn. Every turn in every game until the limit is reached will be CLUB, HEART, DIAMOND.  This makes the ratio of wins and losses, wrong. |  |  |
| Run fixed game | | | | |
|  | Run the Game.  At the end of the game press the letter “q”, to be shown the percentage. | The turns within a game should have random/different rolls from the dice.  This along with Bug03 will fix the incorrect ratio of wins to losses. |  |  |

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| Buggy Output | Fixed Output |
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