Roulette Game

Manual tests   
Testing the roulette game involves various aspects to ensure that it functions as expected. Below I have listed my approach based on different testing types:

Functional tests:

* Input validation
  + Ensure the input for bet amount is functional and validate it by checking that the expected behavior is met - example of inputs values: non numeric characters, negative characters, 0
  + Clear button : ensure that the clear button is working as expected
  + Input control buttons : ensure the calculation is done correctly
* Payout calculation : ensure that the calculation of winning the bet is correct after the roulette spin
* If the user is not logged in verify that once the bet is selected the Sign in popup is displayed

User Interface testing:

* Default game : ensure the roulette is the default game while accessing the page
* Animations : ensure that all the animations, transitions, rolling on the spin are correctly displayed and smooth
* Screen size : check that the screen size does not affect the visual of the page : example the chat can be closed on smaller resolution so ensure that this behavior is as expected
* Accessibility : ensure the game is accessible through voice over function
* Compatibility: ensure that the game behaves as expected on different browsers (Chrome, Safari, Firefox..) and devices (IOS, Android,Windows, Mac)
* Language support: if feasible ensure that the game supports multiple languages and that translated text fits within existing UI elements

Performance testing:

* Multiple users: Test the game by simulating multiple users are using it and check that it behaves as expected, that the users appear under each respective bet box

Regression Testing:

* Automated Tests: Develop automated test scripts for critical functionality to facilitate regression testing with each new release
  + The automated tests were written using the following technologies: Cypress, Cucumber, Gherkin, Typescript.
* Manual Regression: Perform manual regression testing to ensure that new features or bug fixes haven't introduced unintended side effects