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| Test Name | BUG02 Attempt 1 |
| Use Case Tested: | Player Cannot Reach Betting Limit |
| Test Description: | Problem: When the player starts approaching $0 balance, the game will prematurely end while the player still has remaining funds, not allowing them to spend their remaining money.  This solution will discuss the approaching the final round and iterate while the player still has funds. |
| Pre-conditions | The gambler has joined the game.  The gambler has played several rounds and their balance has been reducing over time.  The gambler is approaching $0 balance. |
| Post-conditions | The gambler’s balance should reach $0 after losing last bet.  The game completes. |
| Notes: | The current UI for the application is not set up for running individually, so it was run as the scripted test scenario and appropriate data was looked for in the logs. The log below is the output of the scenario tested:  2015-10-17 01:44:28.261 +11:00 [Information] Player's Balance is now 10  2015-10-17 01:44:28.261 +11:00 [Information] Player "Fred" has bet 5 on HEART Balance: 10  2015-10-17 01:44:28.261 +11:00 [Information] Deducting bet  2015-10-17 01:44:28.261 +11:00 [Information] Balance: 5  2015-10-17 01:44:28.261 +11:00 [Information] Dice 0 is a DIAMOND  2015-10-17 01:44:28.261 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.261 +11:00 [Information] Dice 1 is a CLUB  2015-10-17 01:44:28.261 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.261 +11:00 [Information] Dice 2 is a DIAMOND  2015-10-17 01:44:28.261 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.261 +11:00 [Information] Winnings are 0  2015-10-17 01:44:28.261 +11:00 [Information] Player's Balance is now 5  2015-10-17 01:44:28.262 +11:00 [Information] Player "Fred" has bet 5 on CROWN Balance: 5  2015-10-17 01:44:28.262 +11:00 [Information] Deducting bet  2015-10-17 01:44:28.262 +11:00 [Information] Balance: 0  2015-10-17 01:44:28.262 +11:00 [Information] Dice 0 is a DIAMOND  2015-10-17 01:44:28.262 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.262 +11:00 [Information] Dice 1 is a CLUB  2015-10-17 01:44:28.262 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.262 +11:00 [Information] Dice 2 is a DIAMOND  2015-10-17 01:44:28.262 +11:00 [Information] Not a Match!  2015-10-17 01:44:28.262 +11:00 [Information] Winnings are 0  2015-10-17 01:44:28.262 +11:00 [Information] Player's Balance is now 0 |
| Result (Pass/Fail/Warning/Incomplete) | Pass |

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|  | TEST STEP | EXPECTED TEST RESULTS | P | F |
|  | The gambler places a bet against a face | The system records the new player | P |  |
|  |  | The system records the player’s bet | P |  |
|  | The dealer closes betting | No more players can be added | P |  |
|  |  | The round commences | P |  |
|  | The dealer rolls the dice | The dice are rolled, randomising the results | P |  |
|  |  | The dice come to a stop showing their results | P |  |
|  |  | There is no matches | P |  |
|  |  | The round ends | P |  |
|  | The dealer starts a new round | A new round has started | P |  |
|  | The gambler places a bet against a face | The system records the new player | P |  |
|  |  | The system records the player’s bet | P |  |
|  | The dealer closes betting | No more players can be added | P |  |
|  |  | The round commences | P |  |
|  | The dealer rolls the dice | The dice are rolled, randomising the results | P |  |
|  |  | The dice come to a stop showing their results | P |  |
|  |  | There is no matches | P |  |
|  |  | The player has no more funds | P |  |
|  |  | The game ends | P |  |

NOTE: If the player wins until their balance reaches $200 the test script also ends prematurely as programmed currently.

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| Test Data Table | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Player | HEART |  |  |  |  |
| Dice | DIAMOND | CLUB | DIAMOND |  |  |
| Player | CROWN |  |  |  |  |
| Dice | DIAMOND | CLUB | DIAMOND |  |  |