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| Test Name | BUG03 Attempt 1 |
| Use Case Tested: | Odds in Game Incorrect |
| Test Description: | Problem: Over the course of many games the statistical odds of winning should be in favour of the house with an 8% bias.  This solution will discuss iterating over many games ensuring a correct bias over time. |
| Pre-conditions | There is a gambler ready to join.  There is a script that runs the game through many iterations. |
| Post-conditions | The ratio should report a value of 0.42. |
| 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 07:01:23.523 +11:00 [Information] Win count = 152, Lose Count = 207, 0.4233983  2015-10-17 07:01:25.218 +11:00 [Information] Overall win rate = 42.8815% |
| 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 |  |
|  |  | This is repeated until the game ends | P |  |
|  |  | The odds of winning are calculated | P |  |