| **Test Name** | | | Dice value should be different in each turn | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Bug #3 | | | |
| **Test Description:** | | | Fred starts game with balance 20, after won the first turn, balance still is 20. | | | |
| **Pre-conditions** | | | Player must have balance for next turn. So each turn show dice value. | | | |
| **Post-conditions** | | | Dice value must be different in each game. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **FAIL** | | | | |
|  | |  | | | | |
|  | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run MainUAT.java file | | | Console window open and showing turns until end of game. | Pass |  |
|  | Notice each turn has same dice value. | | | It must have at least two different rolls. |  | Fail |