| **Test Name** | | | Test regarding occurrence of spade value. | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Bug #4 | | | |
| **Test Description:** | | | Spade vale never appears in game | | | |
| **Pre-conditions** | | | Fred should play at least one game and starts this game with balance 20 | | | |
| **Post-conditions** | | | At least in one turn, spade value should show in 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 |  |
|  | Each turn has multiple dice values but not even single time spade occurrence. | | | At least one occurrence of spade value appears during the game |  | Fail |