**Professional Programming Practice**

**ITC 515 - Assignment 4**

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**Crown and Anchor Game – User Acceptance Test Plan**

**Version 2.0**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Bug | Acceptance Requirement | Critical | | Status | Test Result | | Comments |
| **YES** | **NO** |  | **Accept** | **Reject** |
| 1 | Game does not pay out at correct level | ✓ |  | FIXED |  |  | Balance does not increase when player wins. |
| 2 | Player cannot reach betting limit | ✓ |  | FIXED |  |  | Game ends while player still has 5 (dollars) remaining |
| 3 | Odds in the game does not appear to be correct | ✓ |  | FIXED |  |  | The win ratio should be approximately 0.42 |
| 4 | Same dice values rolled time to time | ✓ |  | FIXED |  |  | 3 dice values are not randomly generated as required but remained the same |
| 5 | SPADE value never seen | ✓ |  | FIXED |  |  | Player when rolls never get the SPADE value |
| 6 | Players under 18 still allowed | ✓ |  | FIXED |  |  | Game is playable regardless player’s age |
| 7 | Player's name and balance unchangeable | ✓ |  | FIXED |  |  | Player’s name and balance are hard coded |
| 8 | Bet amount inflexible | ✓ |  | FIXED |  |  | Player unable to change bet value after game starts |