| **Test Name** | | | Player cannot reach betting limit | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play game | | | |
| **Test Description:** | | | Player never reaches a balance of “0”. | | | |
| **Pre-conditions** | | | A player exists who has a balance sufficient to place a bet. Player bets until no money remains in balance and the program rejects them making further bets. | | | |
| **Post-conditions** | | | The player will still have some money in their account and will not have used it all. | | | |
| **Notes:** | | **This covers reported Bug 2** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
| 1. | Set DiceValue.RANDOM seed to 1. | | |  |  |  |
| 2. | Run “main.java” file provided with the application. | | | Every game played will cause the player “Fred” to have atleast 5 in their balance. |  |  |