| **Test Name** | | | Game Odds Test | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Ensures that the game produces odds of 0.42 for the win lose ratio tipped to the banker of the game. | | | |
| **Pre-conditions** | | | None | | | |
| **Post-conditions** | | | None | | | |
| **Notes:** | | **Covers reported bug number 3.** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Set DiceValue.RANDOM seed to 1. | | |  |  |  |
|  | Run “main.java” file provided with the application. | | | Game will at the end of the run produce a win count and a lose count. It will be 0.61, above the expected value. |  |  |