# Scenario #: set betting limit

## **Scenario Description**

* Describe the intent of the test scenario
* This scenario covers a limit of the betting but the game still ends with 5 dollar remaining. The test scripts within the scenario covers a take bet, set limit etc.

## **Version Control**

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 7/10/2017 | Kiran rana magar | Initial Draft |
| 1.0 | 12/10/2017 | Kiran rana magar | Initial Version |

## **Test Scripts**

The following scripts will cover this scenario:

* 1.1 getBalance()
* 1.2 getLimit()
* 1.3 takeBet(int bet)

## **Use Case**

Increasebalance

## **Test Components/Requirements**

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Three dice must be thrown on the mat
* Player must bet the game.
* The system must limit the betting of the player according to the win/loss of the game.

## **Script #: betting limit**

### Script Description

### Set the initial limit, balance and bet of the player. when the betting limit of the players is reached the game must ends still with 5 dollar remaining. So, when the game is won the balance of the player must be increased otherwise the balance must be decreased according to the bet.

### Testing Requirements

* List all requirements covered by this script – this ensures traceability across all phases of the project

### Setup

* Set the mock bet, limit, name and balance of the player.
* Examples might include required test data, other scripts that should be run before this one, initial states that should be set, specific required equipment/software, etc…

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | SetLimit() | Limit cannot be negative and cannot be greater than balance | Pass |
| 2 | Take bet() | Bet cannot be negative and placing bet would go below limit. It must reduce the balance when game is loosen. | Pass |
| 3 | Getlimit() | When the betting limit is reached the game must stills ends with 5 dollar remaining. | fail |
| 4 | GetBalance() | Must return the balance depending upon the win/ lose of the game. | Pass |
| 5 |  |  |  |
| 6 |  |  |  |
| 7 |  |  |  |
| 8 |  |  |  |
| 9 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 7/10/2017 11:35 am | Kiran | Kiran | System Cycle 1 | Failed |
| 12/10/2017 3:45 pm | Kiran | kiran | System Cycle 2 | passed |