# Scenario #: Increase Balance

## Scenario Description

* Describe the intent of the test scenario
* This scenario cover an increase of the balance when 1 winnings of each game is done. The test scripts within the scenario covers a receive Winnings, 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 receiveWinnings(int winnings)
* 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 increase or decrease the balance of the player according to the win/loss of the game.

## Script #: Receive Winnings

### Script Description

### Set the initial limit, balance and bet of the player. 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 | ReceiveWinnings() | Winnings cannot be negative and must increase the balance when game is won. | Pass |
| 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 |