| **Test Name** | | | <set betting limit> | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | <set betting limit> | | | |
| **Test 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. In addition , the game must ends when the betting limit is reached but still with 5 dollar remaining. | | | |
| **Pre-conditions** | | | * Three dice must be thrown on the mat * Player must bet the game. * The system must end the game when the betting limit is reached. | | | |
| **Post-conditions** | | | The game must ends when the balance exceeds the limit. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Dice must be rolled on the mat. | | | All the six faces must be displayed | p |  |
|  | Bet the game | | | A player must be involved | p |  |
|  | Get the balance | | | Balance must be increased (single/double/thrice) if the game is won according to the bet of dice faces otherwise decreased. | p |  |

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| --- | --- | --- | --- |
| 1. getlimit | The game must end when the betting limit is reached . |  | F |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| [Data field 1] | [data set 1 input value for field 1] |  |  |  |  |
| [Data field 2] | [data set 1 input value for field 2] |  |  |  |  |
| [Data field 3] | [data set 1 input value for field 3] |  |  |  |  |