# Scenario 1: Player loses double their bet when they lose

## Scenario Description

* The purpose of this scenario is to validate a bug where players are losing double their bet when losing a round.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 14/10/2019 | Daniel Preedy | Initial Draft |
| 1.0 | 14/10/2019 | Daniel Preedy | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Player loses double their bet when they lose

## Use Case

* Player losing double their bet when they lose

## User Groups

* End User / Player

## Script 1: Player loses double their bet when they lose

### Script Description

* To perform this test, the user will execute Batch Mode accepting all the default values. When the player loses a game, double the players bet will be lost from the players balance.

### Setup

* Start Game
* Press ‘B’ for Batch Mode
* Enter a player name e.g. ‘daniel’
* Press ‘Enter’ to accept default initial balance of 100
* Press ‘Enter’ to accept default limit of 10
* Press ‘Enter’ to accept default number of games as 1000
* Press ‘Enter’ to accept default standard bet of 10

### Teardown

* N/A

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Actual Result** | **Pass/ Fail** |
| --- | --- | --- | --- | --- |
| 1 | Press ‘R’ for Random Pick | Game will run in batch mode and print out results of batch execution and return the player to main menu. The following text will be observed “Player leaves game with $xxx after xxx rounds, having started with $xxx” | As expected | P |
| 2 | Review the game results | Player will lose a game and double the bet value will be taken away from balance  PLAYER bets 10 on Rooster, starting with balance $100  Rolled Gourd, Fish, Prawn  PLAYER lost 10, balance now 80 | daniel bets 10 on Rooster, starting with balance $100  Rolled Gourd, Fish, Prawn  daniel lost 10, balance now 80 | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 14/10/2019 11:35 am | John Doe | Johndoe1 | System Cycle 1 | Failed |

# Scenario 2: Player doesn’t receive any winnings

## Scenario Description

* The purpose of this scenario is to validate that players do not receive any winnings when a round is won.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 14/10/2019 | Daniel Preedy | Initial Draft |
| 1.0 | 14/10/2019 | Daniel Preedy | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Player doesn’t receive any winnings

## Use Case

* Player doesn’t receive any winnings

## User Groups

* End User / Player**Script 2: Player doesn’t receive any winnings**

### Script Description

* To perform this test, the player will play in batch mode, accepting all the defaults.

### Setup

* Start Game
* Press ‘B’ for Batch Mode
* Enter a player name e.g. ‘daniel’
* Press ‘Enter’ to accept default initial balance of 100
* Press ‘Enter’ to accept default limit of 10
* Press ‘Enter’ to accept default number of games as 1000
* Press ‘Enter’ to accept default standard bet of 10

### Teardown

* N/A

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Actual Result** | **Pass/ Fail** |
| --- | --- | --- | --- | --- |
| 1 | Press ‘1’ to select the Fish Symbol | Game will prompt for a bet. Press Enter to accept the default of $10. | As expected | P |
| 2 | Review the game results | When the player wins a game, notice the starting balance doesn’t change.  daniel bets 10 on Gourd, starting with balance $40  Rolled Rooster, Gourd, Rooster  daniel won 10, balance now 40 | As expected | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 14/10/2019 11:35 am | John Doe | Johndoe1 | System Cycle 1 | Failed |

# Scenario 3: Player cannot reach betting limit

## Scenario Description

* The purpose of this test scenario is to test if Players cannot reach their betting limit.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 14/10/2019 | Daniel Preedy | Initial Draft |
| 1.0 | 14/10/2019 | Daniel Preedy | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Player cannot reach betting limit

## Use Case

* Player cannot reach betting limit

## User Groups

* End user/Player**Script 3: Player cannot reach betting limit**

### Script Description

* To perform this test, the player will play interactively and set a higher betting limit (the simulate the test quicker). The game output will show that the player is unable to match their betting limit.

### Setup

* Start Game
* Press ‘P’ for Play Interactively
* Enter a player name e.g. ‘daniel’
* Press ‘Enter’ to accept default initial balance of 100
* Enter ‘90’ as the limit
* Press ‘Enter’ to accept default standard bet of 10

### Teardown

* N/A

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Actual Result** | **Pass/ Fail** |
| --- | --- | --- | --- | --- |
| 1 | Press ‘1’ to select the Fish Symbol | Game will prompt for a bet. Press Enter to accept the default of $10. | As expected | P |
| 2 | Review the game results | Player will receive the below error, indicating the bet could go below limit:  Starting interactive game for daniel with initial balance $100.00, limit $90.00, and standard bet 10.00  Select Symbol: 1 - Fish, 2 - Prawn, 3 - Crab, 4 - Rooster, 5 - Gourd, 6 - Stag  1  Selected Fish.  Enter bet (default $10):  Invalid entry, using default.  Betting 10 could go below limit, voiding bet | As expected | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 14/10/2019 11:35 am | John Doe | Johndoe1 | System Cycle 1 | Failed |

# Scenario #: Odds in the game are incorrect

## Scenario Description

* Describe the intent of the test scenario

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 14/10/2019 | Daniel Preedy | Initial Draft |
| 1.0 | 14/10/2019 | Daniel Preedy | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Odds in the game are incorrect

## Use Case

* Odds in the game are incorrect

## User Groups

* End user / Player

## Script #: Odds in the game are incorrect

### Script Description

* Test scripts (aka test procedures) list the specific steps a tester will take, along with t

### Testing Requirements

This test script covers the following specific testing requirements:

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

### Setup

* Start Game
* Press ‘B’ for Batch Mode
* Enter a player name e.g. ‘daniel’
* Press ‘Enter’ to accept default initial balance of 100
* Press ‘Enter’ to accept default limit of 10
* Press ‘Enter’ to accept default number of games as 1000
* Press ‘Enter’ to accept default standard bet of 10

### Teardown

* N/A

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Actual Result** | **Pass/ Fail** |
| --- | --- | --- | --- | --- |
| 1 | Press ‘R’ for Random Pick |  | As expected | P |
| 2 | Review the game results |  |  | F |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 14/10/2019 11:35 am | John Doe | Johndoe1 | System Cycle 1 | Failed |