# Scenario 1: Play game

## **Scenario Description**

Player wants to play the game.

## **Version Control**

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 10/10/2017 | Shirish Maharjan | Initial Draft |
| 1.0 | 11/10/2017 | Shirish Maharjan | Initial Version |

## **Test Scripts**

The following scripts will cover this scenario:

* 1.1 Play game, No restrictions

## **Use Case**

* Play game

## **Test Components/Requirements**

The following high-level test requirements are covered by this test scenario (see scripts below for specific requirements covered by each test script):

* Player has enough balance

## **Script 1.1: Play game (No restrictions)**

### Script Description

* This script will list the specific steps taken to play the crown and anchor game Testing Requirements with no restrictions.

### Setup

* Player is created.
* Player has an initial balance.

### Teardown

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Start game. | Initial game setup starts. | Pass |
| 2 | Dealer throws dice. | When dice comes to rest, player’s balance should increase or decrease if player wins or loses the round with the amount that has been bet. | Fail |
| 3 | Display if player won or lost and the current balance. | Next round starts if player still has enough balance. | Pass |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 12/10/17 10:00 am | Shirish Maharjan | Sm01 | System Cycle 1 | Failed |
| 12/10/17 3:00 pm | Shirish Maharjan | Sm02 | System Cycle 2 | Failed |