

Test Script: TestItem01	
UAT: Unreachable Betting Limit	Date: 05/10/2017

Test Name	Player cannot reach betting limit.
Use Case Tested:	Unreachable Betting Limit
Test Description:	Limit set to 0, but game ends with player still with 5 dollars remaining.
Pre-conditions	<ul style="list-style-type: none"> • A player. <ul style="list-style-type: none"> - the player is at the table with sufficient credits to play out a round and bet \$5. The amount is debited from the player's account. • A 'winning' condition: <ul style="list-style-type: none"> - a wager on a particular symbol shall win if the symbol appears on one or more of the uppermost face of the three dice and shall lose if the symbol does not appear. i.e. A number between 1-6 appears one or more times that is equal to the number randomly picked by the player. If the condition is not met the player is not returned the bet. • A 'returns' condition: <ul style="list-style-type: none"> - the Returns from a bet are the amount the player gets back if the bet wins. The return to the player is the value of the initial bet ('stake') AND the winnings. • A 'limit' condition: <ul style="list-style-type: none"> - a game continues if the player's limit is not reached by placing a bet.
Post-conditions	A game ends when a player's balance reaches '5'

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Notes:		An automated ‘alpha’ UAT. No direct user input required. The test script was run to observe the player’s balance at the end of each game. A break point was placed at line 35.		
Result (Pass/Fail/Warning/Incomplete)		F		
	TEST RUN	EXPECTED TEST RESULTS	P	F
	Run <i>TestItem01</i>			
1.	Game 0	First game ends with player still with 5 (dollars) remaining		P
2.	Game 1	Second game ends with player still with 5 (dollars) remaining		P
3.	Game 2	Third game ends with player still with 5 (dollars) remaining		P

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Test Run	Console Output
Result at breakpoint	<p>Turn 62: Fred bet 5 on CLUB</p> <p>Rolled ANCHOR, CROWN, DIAMOND</p> <p>Fred lost, balance now 5</p> <p>62 turns later.</p> <p>End Game 0: Fred now has balance 5</p>

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Test Run	Console Output
Result at breakpoint	<p>Turn 51: Fred bet 5 on HEART</p> <p>Rolled ANCHOR, CROWN, DIAMOND</p> <p>Fred lost, balance now 5</p> <p>51 turns later.</p> <p>End Game 1: Fred now has balance 5</p>

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Test Run	Console Output
Result at breakpoint	<p>Turn 47: Fred bet 5 on HEART</p> <p>Rolled ANCHOR, CROWN, DIAMOND</p> <p>Fred lost, balance now 5</p> <p>47 turns later.</p> <p>End Game 2: Fred now has balance 5</p>