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

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|---|---|
| **Test Name** | Player cannot reach betting limit. |
| **Use Case Tested:** | Unreachable Betting Limit |
| **Test Description:** | Limit set to 0, but game is observed to end with player still with 5 dollars remaining. |
| **Pre-conditions** | <ul><li>A player.</li></ul>     - 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. <ul><li>A 'winning' condition:</li></ul>     - 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. <ul><li>A 'returns' condition:</li></ul>     - 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. <ul><li>A 'limit' condition:</li></ul>     - 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.** |
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| | **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 of the test script:** |
| | `System.out.println(String.format("Start Game %d: ", i));` |
| | **Meaning of results: these tests fail the original hypothesis and therefore demonstrate that the bug is fixed.** |
| **Result (Pass/Fail/Warning/Incomplete)** | **P** |

| | TEST RUN | EXPECTED TEST RESULTS | P | F |
|---|---|---|---|---|
| | Run *TestItem01* | | | |
| 1. | Game 0 | First game ends with player still with 5 (dollars) remaining | **F** | |
| 2. | Game 1 | Second game ends with player still with 5 (dollars) remaining | **F** | |
| 3. | Game 2 | Third game ends with player still with 5 (dollars) remaining | **F** | |

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| Test Run | Console Output |
|---|---|
| Result at breakpoint | Fred lost, balance now 5<br><br>Turn 131: Fred bet 5 on DIAMOND<br>Rolled CROWN, SPADE, CROWN<br>Fred lost, balance now 0<br><br>131 turns later.<br>End Game 0: Fred now has balance 0<br><br>Start Game 1: |

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| Test  Run | Console Output |
|---|---|
| Result at breakpoint | Fred lost, balance now 5<br><br>Turn 141: Fred bet 5 on CLUB<br>Rolled CROWN, SPADE, CROWN<br>Fred lost, balance now 0<br><br>141 turns later.<br>End Game 1: Fred now has balance 0<br><br>Start Game 2: |

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| Test Run | Console Output |
|---|---|
| Result at breakpoint | Fred lost, balance now 5<br><br>Turn 232: Fred bet 5 on CLUB<br>Rolled CROWN, SPADE, CROWN<br>Fred lost, balance now 0<br><br>232 turns later.<br>End Game 2: Fred now has balance 0<br><br>Start Game 3: |