Assignment04 Test Cases: Single Match Win

TestItem01: Player account credited after single match win.

<u>Description</u>: The game is played until the 'returns condition' is met and the player's account is credited with the expected takings.

Pre-conditions:

- A 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:
 - 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.
- An 'odds' condition':
 - o if the symbol appears on the uppermost face of 1 dice: 1 to 1

The 'odds' condition translates to a 'winnings' value of 5.

A 'returns' condition:

The Returns from a bet are the amount the player gets back if the bet wins. The bet ('stake') is returned along with the winnings.

Post-conditions: The player's account is credited with \$5 after a 'single match win'.

Assignment04 Test Cases: Single Match Win

Data required:

- Player, e.g. 'Frank';Game/ Dealer;
- o Dice.