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

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| Test Name | Player's Balance Exceeds Betting Limit to Initiate A New Game . |
| Use Case Tested: | Unreachable Betting Limit |
| Test Description: | Limit set to 0 and game ends with player having \$0 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 exceeded by placing a bet. |
| Post-conditions | A game ends when a player's balance reaches '0' |

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| Notes: | | <p>No direct user input required.</p> <p>The code of Player.java was changed from</p> <pre>public boolean balanceExceedsLimitBy(int amount) { return (balance - amount > limit); }</pre> <p>to :</p> <pre>public boolean balanceExceedsLimitBy(int amount) { return !(balance - amount < limit); }</pre> <p>The test script was run to observe the player's balance at the end of each game. A break point was placed at line 37 of the script.</p> | | |
|---|-----------------------|---|---|----------|
| Result (Pass/Fail/Warning/Incomplete) | | P | | |
| | TEST RUN | EXPECTED TEST RESULTS | P | F |
| | Run <i>TestItem01</i> | | | |
| 1. | Game 2 | First game ends with player with 0 (dollars) remaining | | P |
| 2. | Game 6 | Second game ends with player still with 0 (dollars) remaining | | P |
| 3. | Game 2 | Third game ends with player still with 0 (dollars) remaining | | P |

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| Test Run | Console Output |
|----------------------|---|
| Result at breakpoint | <pre> Turn 307: Fred bet 5 on ANCHOR Rolled CLUB, CLUB, CROWN Fred lost, balance now 5 Turn 308: Fred bet 5 on HEART Rolled CLUB, CLUB, CROWN Fred lost, balance now 0 308 turns later. End Game 2: Fred now has balance 0 </pre> |

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| Test Run | Console Output |
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| Result at breakpoint | <pre> Turn 100: Fred bet 5 on ANCHOR Rolled CLUB, CLUB, CROWN Fred lost, balance now 10 Turn 101: Fred bet 5 on HEART Rolled CLUB, CLUB, CROWN Fred lost, balance now 5 Turn 102: Fred bet 5 on DIAMOND Rolled CLUB, CLUB, CROWN Fred lost, balance now 0 102 turns later. End Game 6: Fred now has balance 0 </pre> |

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| Test Run | Console Output |
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| Result at breakpoint | <pre> Turn 84: Fred bet 5 on HEART Rolled CLUB, CLUB, CROWN Fred lost, balance now 5 Turn 85: Fred bet 5 on DIAMOND Rolled CLUB, CLUB, CROWN Fred lost, balance now 0 85 turns later. End Game 7: Fred now has balance 0 </pre> |