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Things to note: 4 pair is 4 of a kind or 4 of the same number ie 4 4 4 4 3 1 4or 5 5 5 5 2 3
5 pair is 5 of a kind or 5 of the same number ie 4 4 4 4 4 1 4 or 5 5 2 5 5 5
tiers it means the what the rolls are a for pair or a 5 pair

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if game can handle any amount of players above 2	nPNum = 100; nPlaycnt=100; note: nPNum is the number of players Input of the user nPlaycnt is the max number of players	The max amount of players is the amount inputed by the users	The max amount of players is the amount inputed by the users	Pass
Check if game does not start when input is less than 2.	nPNum = 0 ; nPNum = 1 ; nPNum = -1 ;	Screen output: Invalid amount at least 2 Players are required How many Players?	Screen output: Invalid amount at least 2 Players are required How many Players?	Pass
Check if any input rather than Y/y or N/n is looped for golden flower rule	case 'b': case 'a': *note a and b some of the possible single character the user inputs	Screen output: invalid input Will the Golder Flower Tsiong Wan Rule be observed(y/n)	Screen output: invalid input Will the Golder Flower Tsiong Wan Rule be observed(y/n)	Pass
Check if any input rather than Y/y or N/n is looped for half and half rule	case 'b': case 'a': *note a and b are some of the possible single character the user inputs	Screen output: invalid input Will the half-and-half Tui Teng be observed(y/n)	Screen output: invalid input Will the half-and-half Tui Teng be observed(y/n)	Pass
Check if Golden Flower Rule is on and Half and Half Rule is on.	case 'y': case 'y': *note y/Y and n/N are the possible inputs of the users	rules=1;	rules=1;	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if Golden Flower Rule is on and Half and Half Rule is off.	case 'Y': case 'N': *note y/Y and n/N are the possible inputs of the users	rules=2;	rules=2;	Pass
Check if Golden Flower Rule is off and Half and Half Rule is on.	case 'n': case 'Y': *note y/Y and n/B are the possible inputs of the users	rules=3;	rules=3;	Pass
Check if Golden Flower Rule is off and Half and Half Rule is off.	case 'n': case 'n': *note y/Y and n/B are the possible inputs of the users	rules=4;	rules=4;	Pass
Check if the dice rolls gets one: 4 ie 2 2 3 3 6 4 or 1 5 2 3 2 4	if(nFrs == 1;)	player:%d won 6th prize It-siu, There are still %d prizes left, please claim 1	player:%d won 6th prize It-siu, There are still %d prizes left, please claim 1	Pass
Check if the dice rolls gets one: 4 but there are no more 6th prizes left	if(nFrs == 1) if(nSixth == 0)	player:%d got 6th It-siu, there are no more 6th prizes left	player:%d got 6th It-siu, there are no more 6th prizes left	Pass
Check if the dice rolls gets one: 4 and game updates the remaining prizes	if(nFrs == 1;)	There are still6th prize: 315th prize: 164th prize: 83th prize: 42nd prize: 21st prize: NONE	There are still6th prize: 315th prize: 164th prize: 83th prize: 42nd prize: 21st prize: NONE	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if the dice rolls gets two :4 ie 2 2 3 3 4 4 or 1 5 2 3 4 4	if(nFrs == 2)	player:%d won 5th prize Di-ku, There are still %d prizes left, please claim 1	player:%d won 5th prize Di-ku, There are still %d prizes left, please claim 1	Pass
Check if the dice rolls gets Two : 4 but there are no more 5th prizes left	if(nFrs == 2) if(nFifth == 0)	player:%d got 5th Di-ku, there are no more 5th prizes left	player:%d got 5th Di-ku, there are no more 5th prizes left	Pass
Check if the dice rolls gets two :4 and game updates the remaining prizes	if(nFrs == 2)	There are still 6th prize: 32 5th prize: 15 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: NONE	There are still 6th prize: 32 5th prize: 15 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: NONE	Pass
Check if the dice rolls gets a 4 pair of any number other than 4 ie. 1111,2222,3333,5555,6666	if(nOthers1 == 4 nOthers2 == 4 nOthers3 == 4 nOthers5 == 4 nOthers6 == 4)	player:%d won 4th Si-Jin, There are still %d prizes left, please claim 1	player:%d won 4th Si-Jin, There are still %d prizes left, please claim 1	Pass
Check if the dice rolls gets a 4 pair of any number other than 4 but there are no more 4th prizes left.ie. 1111,2222,3333,5555,6666	if(nOthers1 == 4 nOthers2 == 4 nOthers3 == 4 nOthers5 == 4 nOthers6 == 4) if(nFourth == 0)	player:%d got 4th Si-Jin, there are no 4th more prizes	player:%d got 4th Si-Jin, there are no 4th more prizes	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if the dice rolls gets three :4 ie. 4 4 4 3 2 1 or 5 4 4 3 4 1 etc	if(nFrs == 3)	player:%d won 3rd Sam-Hong, There are still %d prize left, please claim 1	player:%d won 3rd Sam-Hong, There are still %d prize left, please claim 1	Pass
Check if the dice rolls gets three : 4 but there are 3rd no more prizes left	if(nFrs == 3) if(nThird == 0)	player:%d got 3rd Sam-Hong, there are no more 3rd prizes left	player:%d got 3rd Sam-Hong, there are no more 3rd prizes left	Pass
Check if the dice rolls gets three :4 and game updates the remaining prizes	if(nFrs == 3)	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 3 2nd prize: 2 1st prize: NONE	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 3 2nd prize: 2 1st prize: NONE	Pass
Check if the dice roll is 1 2 3 4 5 6 *note may not be in order	if(d1 == 1 && d2 == 1 && d3 == 1 && d4 == 1 && d5 == 1 && d6== 1)	player:%d won 2nd prize Tui-Teng, There are still %d prize left, please claim 1	player:%d won 2nd prize Tui-Teng, There are still %d prize left, please claim 1	Pass
Check if the dice roll is 1 2 3 4 5 6 but there are no 2nd more prizes left	if(d1 == 1 && d2 == 1 && d3 == 1 && d4 == 1 && d5 == 1 && d6== 1)if (nSecond == 0)	player:%d got 2nd Tui-Teng, there are no more 2nd prizes left	player:%d got 2nd Tui-Teng, there are no more 2nd prizes left	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if half and half rule is on ie. 111222, 333444 etc	if(rules == 1) or if(rules == 3) if(nRulecnt == 2)	player:%d got 2nd Tui-Teng, There are still %d prize left, please claim 1	player:%d got 2nd Tui-Teng, There are still %d prize left, please claim 1	Pass
Check if the dice rolls two 3 pairs of two different numbers while half and half rule is on ie. 111222, 333444 etc but there are no more 2nd prizes left	(rules == 1) or if(rules == 3) if(nRulecnt == 2) if (nSecond == 0)	player:%d got 2nd Tui-Teng, there are no more 2nd prizes left	player:%d got 2nd Tui-Teng, there are no more 2nd prizes left	Pass
Check if the dice roll is 1 2 3 4 5 6 *note may not be in order and game updates the remaining prizes	if(d1 == 1 && d2 == 1 && d3 == 1 && d4 == 1 && d5 == 1 && d6== 1)	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 1 1st prize: NONE	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 1 1st prize: NONE	Pass
Check if half and half rule is on and game updates the remaining prizes ie. 111222, 333444 , 3 4 4 3 3 4etc	(rules == 1) or if(rules == 3) if(nRulecnt == 2) if (nSecond == 0)	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 1 1st prize: NONE	There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 1 1st prize: NONE	Pass
Check if dice roll is a four pair of 4's while golden flower rule is on, while kicker is 2 is same or higher than the previous kicker.	if(rules == 1) or if(rules == 2)if(nPair5 <= nPair4)if(nFrs == 4) if(nWinningcnt1 == 2)	nPlayer: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	nPlayer: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
Check if dice roll is a four pair of 4's while golden flower rule is on while kicker is any number than 2 and current kicker is the same or higher than the previous kicker.	if(rules == 1) or if(rules == 2) if(nPair5 <= nPair4) if(nFrs == 4) if(nWinningcnt1 >= nWinningcnt2 && (nWinningcnt2 != 2 nWinningcnt1==2))	nPlayer: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	nPlayer: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	Pass
check if dice roll is a four pair of 4's while golden flower rule is on while current kicker is lower than the previous kicker	if(rules == 1) or if(rules == 2) if(nPair5 <= nPair4) if(nFrs == 4) else	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Pass
Check if dice roll is a four pair of 4's while golden flower rule is on while the previous roll's tier is lower than the current tier.	if(rules == 1) or if(rules == 2) if(nPair5 > nPair4) if(nFrs == 4) else	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Pass
Check if dice roll is a four pair of 4's while golden flower rule is off while current kicker is the same higher than the previous kicker.	if(rules == 3 rules == 4) if(nPair5 <= nPair4) if(nFrs == 4) if(nWinningcnt1 >= nWinningcnt2)	Player: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	Player: %d got for Tsiong Wan Tai %d. You are the highest 1st prize contender	Pass
Check if dice roll is a four pair of 4's while golden flower rule is off while current kicker is lower than the previous kicker.	f(rules == 3 rules == 4) if(nPair5 <= nPair4) if(nFrs == 4) (nWinningcnt1 < nWinningcnt2)	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
check if dice roll is a four pair of 4's while golden flower rule is off while the previous roll's tier is lower than the current tier.	if(rules == 3) or if(rules == 4) if(nPair5 > nPair4) if(nFrS == 4) else	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Player:%d got for Tsiong Wan Tai %d. However you are not the highest, You do not get the 1st prized.	Pass
check if the dice roll is a five pair of any kind of number current kicker is the same higher than previous kicker	if(nOtherscnt == 1) if(nWinningcnt1prt2 >= nWinningcnt2prt2)	Player: %d got for Ngo-Tsi Tai %d. You are the highest 1st prize contender	Player: %d got for Ngo-Tsi Tai %d. You are the highest 1st prize contender	Pass
check if the dice roll is a five pair of any kind of number current kicker is lower than previous kicker	if(nOtherscnt == 1) if(nWinningcnt1prt2 < nWinningcnt2prt2)	Player:%d got for Ngo-Tsi Tai %d. However you are not the highest, You do not get the 1st prized.	Player:%d got for Ngo-Tsi Tai %d. However you are not the highest, You do not get the 1st prized.	Pass
check if a player got a 6 pair and it ends the game	if(nFrS == 6 nOthers6 == 6 nOthers5 == 6 nFrS == 6 nOthers3 == 6 nOthers2==6 nOthers1==6) nWin = 1; nFirst = 0; nWinningplyr=nPlayers; nPlayers = nPlaycnt+1; nSecond = 0; nThird = 0; nFourth = 0; nFifth = 0; nSixth = 0; nothing = 0; nTsiang=1; nFstprize=1;	sample outout Player:%d wins for Tsiang, you get all the prizes There are still 6th prize: 0 5th prize: 0 4th prize: 0 3th prize: 0 2nd prize: 0 1st prize: Tsiang by player 1 programs ends	sample outout Player:%d wins for Tsiang, you get all the prizes There are still 6th prize: 0 5th prize: 0 4th prize: 0 3th prize: 0 2nd prize: 0 1st prize: Tsiang by player 1 programs ends	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
check if the 1st prize updates who is the highest 1st prize contender for 4 pairs	<pre>sample input: if(nDiecnt==1){ ndie = 4; } if(nDiecnt==2){ ndie = 4; } if(nDiecnt==3){ ndie = 4; } if(nDiecnt==4){ ndie = 4; } if(nDiecnt==5){ ndie = 2; } if(nDiecnt==6){ ndie = 2; }</pre>	<pre>sample output There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: Ngo Tsi Tai 1 by player 1</pre>	<pre>sample output There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: Ngo Tsi Tai 1 by player 1</pre>	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
check if the 1st prize updates who is the highest 1st prize contender for 5 pairs	<pre>if(nDiecnt==1){ ndie = 6; } if(nDiecnt==2){ ndie = 6; } if(nDiecnt==3){ ndie = 6; } if(nDiecnt==4){ ndie = 6; } if(nDiecnt==5){ ndie = 6; } if(nDiecnt==6){ ndie =1; }</pre>	<p>There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: Ngo Tsi Tai 1 by player 1</p>	<p>There are still 6th prize: 32 5th prize: 16 4th prize: 8 3th prize: 4 2nd prize: 2 1st prize: Ngo Tsi Tai 1 by player 1</p>	Pass
check if nothing is won	<pre>if(nothing ==1) *note int nothing is always =1 meaning that its always on , and if it it's 1 it means player doesn't get anything</pre>	player:%d won nothing	player:%d won nothing	Pass
check if the game ends with no prizes left with the right player and ends with an tsiong wan	<pre>if(nWinner==1) if(nPair4 == 1 nPair5 == 2) if(nPair4 > nPair5) if(nWinningcnt2 > nWinningcnt1)</pre>	All prizes have the claimed. Player:%d wins, for Tsiong Wan Tai %d	All prizes have the claimed. Player:%d wins, for Tsiong Wan Tai %d	Pass

Test Description	Input Value/Parameter	Expected output/result	Actual output/result	Pass/Fail Case
check if the game ends with no prizes left with the right player and ends with an Ngo-Tsi	if(nWinner==1) if(nPair4 == 1 nPair5 == 2) if(nPair4 < nPair5) if(nWinningcnt2prt2 > nWinningcnt1prt2)	All prizes have the claimed. Player:%d wins, for Ngo-Tsi Tai %d.	All prizes have the claimed. Player:%d wins, for Ngo-Tsi Tai %d.	Pass
Check if the dice rolls gets a 4 pair of any number other than 4 and game updates the remaining prizes	if(nOthers1 == 4 nOthers2 == 4 nOthers3 == 4 nOthers5 == 4 nOthers6 == 4)	There are still 6th prize: 32 5th prize: 16 4th prize: 7 3th prize: 4 2nd prize: 2 1st prize: NONE	There are still 6th prize: 32 5th prize: 16 4th prize: 7 3th prize: 4 2nd prize: 2 1st prize: NONE	Pass