| **Test Case 1 – Reported Bug 1** | | | | | |
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| **Test Name** | | Check Balance: | | | |
| **Test Description:** | | The test is conducted to identify if the game balance increases with the placed bet. | | | |
| **Pre-conditions** | | 1. Dice 1, 2 and 3. 2. Player = “Fred” 3. Balance > 0 && Balance < 200 4. New Game 5. totalWin = 0 6. totalLosses = 0 7. Limit == 0 || Limit > 0 | | | |
| **Post-conditions** | | Balance increases if player wins the turn. | | | |
| **Notes:** | | **The balance should increase if the player Fred wins a turn. Balance = balance + Winning Amount** | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Fail** | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | **P** | **F** |
|  | String name = "Fred";  **int**balance = 100;  **int**limit = 0;  player = **new**Player(name, balance);  player.setLimit(limit);  **int**bet = 5; | | Turn 17: Fred bet 5 on DIAMOND  Rolled ANCHOR, ANCHOR, HEART  Fred lost, balance now 35  Turn 18: Fred bet 5 on HEART  Rolled ANCHOR, ANCHOR, HEART  Fred won 5, balance now 40 |  | **F** |

 