# Replication

## *Bug 3: The DiceValues are the same for each game*

| Test Name | Test whether the dices are different in each game |
|---|---|
| Use Case Tested: | Crown and Anchor Game |
| Test Description: | Test whether the dices are different in each game |
| Pre-conditions | Run the program to simulate the game. |
| Post-conditions | The dice values should be different for different run |

| | TEST STEP | EXPECTED TEST RESULTS | RESULT |
|---|---|---|---|
| 1. | Run Main.java with player details:<br><br>Player name = "Fred"<br><br>Balance = 100<br><br>Limit = 0 | Console opens and results for games are displayed in it. | Pass |
| 2. | Look at each individual line of rolls | There are at minimum two different rolls. | Fail |
| 3. | Repeat Steps 1-2. | Same as Steps 1-2. | Fail |

### Examples of bugs

| Run 1 | Run 2 |
|---|---|
| ```
Start Game
Fred starts with balance 100, limit 0
Turn 1: Fred bet 5 on CLUB
Rolled CROWN, CROWN, CLUB
Fred won 5, balance now 105

Turn 2: Fred bet 5 on CROWN
Rolled CROWN, CROWN, CLUB
Fred won 10, balance now 115

Turn 3: Fred bet 5 on CROWN
Rolled CROWN, CROWN, CLUB
Fred won 10, balance now 125

Turn 4: Fred bet 5 on CLUB
Rolled CROWN, CROWN, CLUB
Fred won 5, balance now 130
``` | ```
Start Game
Fred starts with balance 100, limit 0
Turn 1: Fred bet 5 on HEART
Rolled ANCHOR, HEART, HEART
Fred won 10, balance now 110

Turn 2: Fred bet 5 on CLUB
Rolled ANCHOR, HEART, HEART
Fred lost, balance now 105

Turn 3: Fred bet 5 on CROWN
Rolled ANCHOR, HEART, HEART
Fred lost, balance now 100

Turn 4: Fred bet 5 on HEART
Rolled ANCHOR, HEART, HEART
Fred won 10, balance now 110
``` |