Bug Report

NO	BUG NAME	SUMMARY	DATA REQUIRED	DATE FOUND	STATUS
1	The player is not paid out correctly	• Initially found by running the program and observing the results	Player name, initial balance, limit and bet amount.	1/10/2014	Resolved
2	Player cannot reach betting limit	• Initially found by running the program and observing the results • The game is meant to continue until the player reaches double his initial balance (i.e. $200) or his betting limit (i.e. $0). But the game ends when he still has $5 left.	Player name, initial balance, limit and bet amount.	1/10/2014	Resolved
3	The DiceValues are the same for each game	• Initially found by running the program and observing the results • The three dices are repeated in every turn for one game, although they are different with different games		5/10/2014	Resolved
4	No SPADE is ever rolled or guessed	• Initially found during unit testing of DiceValue (Spades are not produced using the function getRandom). • SPADE has never rolled or picked • Also related to bug 5.	Player name, initial balance, limit and bet amount.	5/10/2014	Resolved
5	Odds of game are incorrect	• Initially documented in Bug Report documetn • Odds appear to be 48.8% win rate instead of the expected 42.0%. • Also related to bug 4.	Player name, initial balance, limit and bet amount.	5/10/2014	Resolved