| **Test Name** | | | Player is unable to win betting limit | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Crown and Anchor Game | | | |
| **Test Description:** | | | The betting limit of the game is set to 0, the game will terminate when the players balance is still 5 | | | |
| **Pre-conditions** | | | Default game setup | | | |
| **Post-conditions** | | | At the end of the game the players balance should be 5 | | | |
| **Notes:** | | **Because the game terminates if the players balance is 200, the only way to see the bug is to keep playing until the game has terminated on the balance of 5. A pass for the test will indicate that the bug does actually exist** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run program | | |  | X |  |
|  | Check the players balance once the game has finished | | | The players balance should be 5 | x |  |
|  |  | | |  |  |  |

# Test Result

Output from Game

Turn 114: Fred bet 5 on HEART

Rolled DIAMOND, DIAMOND, DIAMOND

Fred lost, balance now 10

Turn 115: Fred bet 5 on HEART

Rolled DIAMOND, DIAMOND, DIAMOND

Fred lost, balance now 5

115 turns later.

End Game 99: Fred now has balance 5

Win count = 1674, Lose Count = 6567, 0.20

Diagnose

From the above output we can see that the game is terminating to early. The game appears to be stopping once the players balance is 5 and not 0. This seems to indicate that the termination code is off, and is terminating on limit +bet amount (0+5)