| **Test Name** | | | Betting limit | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Bet | | | |
| **Test Description:** | | | The test will reproduce the bug which been reported in which the player is unable to reach the betting limit and instead is stopped with 5 left as their balance. | | | |
| **Pre-conditions** | | | * balance > limit * limit = 0 * balance > 5 | | | |
| **Post-conditions** | | | * Game will end with the player still on 5 instead of playing to 0 if the bug is present * Balance > limit | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Make bet | | | * Bet is taken from balance * Pick is set | X |  |
|  | Roll dice | | | * The 3 rolls are set * Pick = only 1 roll | X |  |
|  | loss bet (balance reaches 5) | | | * Loss is true, * Balance = 5 * Game state = end * Balance > limit | X |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
| **Conditions** | **Buggy** | **Bug fixed** | **3** | **4** | **5** |
| Balance > limit | Y | Y |  |  |  |
| Limit = 0 | Y | Y |  |  |  |
| Balance = limit + bet | Y | Y |  |  |  |
| **Actions:** |  |  |  |  |  |
| Game ends | Y | N |  |  |  |
| Balance > limit | Y | N |  |  |  |
| Balance = limit | N | Y |  |  |  |