| **Test Name** | | | Incorrect odd | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Bet | | | |
| **Test Description:** | | | The test is designed to find out the current odds of the game and test if it is consistently 0.42 or not. It is assumed since a bug was reported | | | |
| **Pre-conditions** | | | * balance > limit * limit = 0 * wins = 0 * losses = 0 | | | |
| **Post-conditions** | | | * Game will end and the ratio of wins and losses will be printed to the display. * The win/loss ratio will not consistently be ~0.42 if the bug is present | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | **Iterate steps 2-4 til balance is limit** | | |  |  |  |
|  | Make bet | | | * Bet is taken from balance * Pick is set | X |  |
|  | Roll dice | | | * The 3 rolls are set | X |  |
|  | **Case 1: Result game (win)** | | | * Win increments. * Losses remains the same | X |  |
|  | **Case 2: Result game (loss)** | | | * Losses increments * Wins remains the same |  |  |
|  | Calculate win/loss ratio | | | * Win loss ratio printed * Ratio not be 0.42 consistently |  |  |
|  | **Iterate all steps to achieve an average ratio across different games** | | |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
| **Conditions** | **Buggy** | **Bug fixed** | **3** | **4** | **5** |
| Balance > limit | Y | Y |  |  |  |
| Limit = 0 | Y | Y |  |  |  |
| **Actions:** |  |  |  |  |  |
| Game ends | Y | Y |  |  |  |
| Ratio printed | Y | Y |  |  |  |
| Ratio = 0.42 | N |  |  |  |  |