| **Test Name** | | Bug 2 |
| --- | --- | --- |
| **Use Case Tested:** | | Player cannot reach betting limit: |
| **Test Description:** | | (testing the limit can be reached) Limit set to 0, but game ends with player still with 5 (dollars) remaining |
| **Pre-conditions** | | 1. The 3 dice exist 2. Game is current 3. All games have been played 4. Player has balance greater then limit – i.e. 0 |
| **Post-conditions** | | 1. At least 1 game has been played 2. Player loses – until reaches limit 3. Games stop when players balance is equal to limit |
| **Notes:** |  | |
| **Result (Pass/Fail/Warning/Incomplete)** | **Pass** | |

|  | **TEST STEP** | **EXPECTED TEST RESULTS** | P | F |
| --- | --- | --- | --- | --- |
|  | A game needs to be played and game stops when player reaches limit. | |  |  |
|  | Game is run | Game is initiated | \* |  |
|  | Player places bet and picks a card – i.e. Spades – game is player | Game is played  Displays win count lose count and ration. | \* |  |
|  | No ‘spades’ appear players balance reaches 0 – equal to limit | Game stops (reached limit) | \* |  |