Unit Test Specifications

**Assignment 2**

ITC515 – Professional Programming Practice

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# Reported Bugs

## BUG001 – Game does not pay out at correct level

When player wins on 1 match, balance does not increase.

## UAT001 – Bug\_Test\_Game\_Does\_Not\_Pay\_Out\_At\_Correct\_Level

**Purpose:**   
This test will replicate the conditions required to reproduce the bug that the game does not pay out at the correct level.

**Pre-conditions:**

**Post-conditions:**

**Data required:**

Note: This test will fail once the bug has been corrected.

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
|  |  |  |
|  |  |  |

## UAT002 – Resolve\_Test\_Game\_Now\_Pays\_Out\_At\_Correct\_Level

**Purpose:**   
This test will confirm that the reported bug BUG001 has been resolved.

**Pre-conditions:**

**Post-conditions:**

**Data required:**

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
|  |  |  |
|  |  |  |

## BUG002 – Player cannot reach betting limit

Limit set to 0, but game ends with player still with 5 (dollars) remaining.

## UAT003 – Bug\_Test\_Player\_Cannot\_Reach\_Betting\_Limit

**Purpose:**   
This test will replicate the conditions required to reproduce the bug that the player cannot reach the betting limit. *This test will pass while the bug exists.* This test will create the Player object with an initial balance of 5. The test will then call the *Player.balanceExceedsLimitBy()* method to prove that the bug exists as this method will return false when it should return true.

**Pre-conditions:**Player object is valid  
Player object has at least a balance of the bet being taken.

**Post-conditions:**

**Data required:**Create a new Player object, with the initial balance of the bet being taken. For instance, a player object with *minimumBalance* of 5; Attempt to take a bet of 5.

Note: This test will fail once the bug has been corrected.

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
| 10/09/2014 7:32am | Justin McKay | Unit test passed confirming existence of bug. |
|  |  |  |

## UAT004 – Resolve\_Test\_Player\_Can\_Now\_Reach\_Betting\_Limit

**Purpose:**   
This test will confirm that the reported bug BUG002 has been resolved.

**Pre-conditions:**

**Post-conditions:**

**Data required:**

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
|  |  |  |
|  |  |  |

## BUG003 – Odds in game do not appear to be correct

Crown and Anchor games have an approximate 8% bias to the house. So the win:(win+lose) ratio should approximately equal 0.42. This does not appear to be the case.

## UAT005 – Bug\_Test\_Odds\_In\_Game\_Do\_Not\_Appear\_To\_Be\_Correct

**Purpose:**   
This test will replicate the conditions required to reproduce the bug that the odds in the game do not appear to be correct.

**Pre-conditions:**

**Post-conditions:**

**Data required:**

Note: This test will fail once the bug has been corrected.

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
|  |  |  |
|  |  |  |

## UAT006 – Resolve\_Test\_Odds\_In\_Game\_Are\_Correct

**Purpose:**   
This test will confirm that the reported bug BUG003 has been resolved.

**Pre-conditions:**

**Post-conditions:**

**Data required:**

### Test Results

|  |  |  |
| --- | --- | --- |
| **Date/Time** | **Tester** | **Status** |
|  |  |  |
|  |  |  |