Test Cases:

Include: push buttons when it’s not your turn. No functionality

[Tie/Push Outcome]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Player and dealer’s first two cards add to same value. | Play continues and it is still the player’s turn. |  |
| Dealer receives ace as last dealt card, matches player value. | Result is a tie, player receives money back to credit meter and deck reshuffled. |  |
| Player splits and one hand matches dealer while other does not match. | Push one hand and check for win/loss on the other. |  |
|  |  |  |
|  |  |  |

[On “Stay” Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Player clicks stay | Dealer’s turn |  |
| Player splits, stays on one, not the other | Player continues to play on their next hand until stay or bust. |  |
|  |  |  |
|  |  |  |
|  |  |  |

[On “Hit” Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| User hits | Card dealt. Check for bust. |  |
| User hits after ace is dealt, and still not a bust. | Ace value set to one, card dealt, check for bust. |  |
|  |  |  |
|  |  |  |
|  |  |  |

[On “Split” Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Player chooses split when cards do not match. | Button does not work, split not applied |  |
| Player splits after a third card is dealt (whether hit or double down) | Button does not work, split not applied |  |
| Player splits on an already split hand when cards do not equal | Split not applied |  |
| Player splits on an already split hand when cards equal | Split applied, credits taken from credit meter to new hand. |  |
| Player splits with not enough money to match bet on new hand | Split not applied |  |
| Player splits on aces | Split applied |  |

[On “Double” Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Player doubles without enough money | Credit meter unaffected, double button still not active |  |
| Player doubles after 3rd card is dealt | Same as above |  |
| Player doubles before cards are dealt | Same as above |  |
| Player doubles on split hand | Money doubled for that hand and not the other. |  |
|  |  |  |

[On “Surrender” Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Player surrenders after 3rd card is dealt | Button not active, no action taken. Player’s turn still. |  |
| Player surrenders | Half of the bet is returned |  |
| Player surrenders on split hand | No action taken. Player’s turn |  |
|  |  |  |
|  |  |  |

[Dealer Action after Player Action]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Give Dealer Ace and a 6 | Dealer Hits |  |
| Give Dealer Ace and face card/10 | Dealer stays. |  |
| Give Dealer all 2s 3s and aces | Hit until 17 then stay |  |
| Dealer’s first card is Ace face up. | Insurance offered. |  |
| Dealer draws on 16 and busts | Wincheck for player. |  |

[Deck Re-Shuffle]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Hand ends | Cards are shuffled |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

[Dealt Blackjack]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Deal player and dealer a blackjack | Push |  |
| Deal player a blackjack | Dealer’s turn. If player wins, player gets 3:2 winnings on bet. |  |
| Dealer dealt blackjack | Player’s turn |  |
|  |  |  |
|  |  |  |

[Buy Insurance Option]:

|  |  |  |
| --- | --- | --- |
| Test Case | Expected Result | Actual Result |
| Dealer dealt an Ace face up | Insurance menu appears. |  |
| Dealer dealt an Ace face down. | No insurance menu. |  |
| Player buys insurance, Player wins hand. | Player wins normal payout, insurance cost not returned. |  |
| Player buys insurance and loses. | Player gets half their bet back. |  |
|  |  |  |