| **Test Name** | | | Test the rolling of the dices for each game | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | T001\_1: Dices should display different symbols at each game roll | | | |
| **Test Description:** | | | Test the simulation of the rolling of the dices for each game | | | |
| **Pre-conditions** | | | Run the program to simulate the gameplay of Crown & Anchors. | | | |
| **Post-conditions** | | | The program should pick different symbols for each game. It is expecting some exceptions. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run the program with pre-entered player’s details:  Player name = “Fred”  Balance = 100  Limit = 0  Bet = 5 | | | Console opens and show the result for 100 games. | P |  |
|  | Look at each individual game. Check if the symbols are different. | | | Each game should show different symbols in most of the turns. | P |  |
|  | Run the program again to check the symbols on each turn. | | | Each turn has different symbols. | P |  |
|  | Look at each individual turn. Check if SPADE is selected in any of the one hundred games. | | | ANCHOR, DIAMOND, CROWN, HEART, CLUB or SPADE is selected on each roll. |  | F |

For the replication and simplication of this bug, we can use the file T001.java to show the value generated for each game turn.

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An automated test could not be produced to replicate the bug; however, I could test the proper functionality of the class Game and DiceValue to test it correct function. The SPADE symbol is never selected. T001\_test.java has been reused for this testing.

