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| Hypothesis 1: | SPADE symbol is selected in a dice rolls |
| Test: | Test if the SPADE symbol is selected in any turn of the game. |
| Prediction: | SPADE symbol is selected. |
| Result: | Hypothesis invalid. The SPADE symbol is never selected in a game. No matter how many times you run the program. |

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| Hypothesis 2: | getRando() method inside DiceValue is selecting all the possible symbols. |
| Test: | Test the random symbol selection with the DiceValue getRandom method. |
| Prediction: | getRando() will randomly select any of the six symbols. |
| Result: | Hypothesis invalid. The SPADE symbol is never selected in a game. No matter how many times you run the program. |

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| Hypothesis 3: | RANDON.nextInt method inside DiceValue is not selecting all the possible symbols. |
| Test: | Test the java method RANDON.nextInt to randomly select all the symbols. |
| Prediction: | According to Java documentation, the nextInt(int n) method is used to get a pseudorandom, uniformly distributed int value between 0 (inclusive) and the specific value (exclusive), drawn from this randow number generator’s sequence. Therefore, the line:    Will never return SPADE symbol because this is excluded from the sequence. |
| Result: | Hypothesis valid. After test the program many times, all the symbols are picked but no SPADE. |

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| Hypothesis 4: | Include SPADE element to the random element sequence in line 26 DiceValue.java file |
| Test: | Test  so the DiceValue.SPADE is include in the random element sequences. |
| Prediction: | The SPADE element will be picket as well as the other symbols. |
| Result: | Hypothesis valid. The extra value makes DiceValue.SPADE.ordinal() included in the random sequence. Now all the symbols can be picked by the dices. As shown in the screenshots, all the symbols are present along the game. Bug resolved. |