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| Hypothesis 1: | A winning game increase matches counter in Game class. |
| Test: | Test the match counter so the game will pay according to the pick vs match. Breakpoint in line 43 of Game class. |
| Prediction: | The match counter increase according the number of pick and matches |
| Result: | Hypothesis valid. The matches counter increase when the player has a winner pick. |

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| Hypothesis 2 | Test is the Game class is returning the winning balance correctly. |
| Test: | Test the return of the balance from the Game class. |
| Prediction: | The class is returning the correct balance after each game. |
| Result: | Hypothesis valid. First we check the player before receive their payment.    Second, check if the winning payment is passed to the player.    Finally, check the return winning variable.    The balance is correct. |

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| Hypothesis 3: | Test player class’ method receiveWinning is working OK |
| Test: | Breakpoint at line 36, 46 and 48. |
| Prediction: | The receiveWinnings method is receiving the right balance. |
| Result: | Hypothesis valid. First we check the player class details at the end of the round. The balance is 95.    Before the takeBet method, the player’s balance is the same, 95.    Now, stepping after takeBet.    The balance change. So we can verify that the balance is already incorrect before the player class’ method receiveWinning, so we can conclude that the method takeBet is the problem. |

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| Hypothesis 4: | The game should not call method takeBet if the player loses. |
| Test: | Move takeBet method before the end of the playRound method. |
| Prediction: | The balance will not be affected by lose games. |
| Result: | Hypothesis valid. After condition the takeBet method to only be call when the player loses, the balance increase correctly on each winning turn. Bug fix. |