| **Test Name** | | | Test the betting limit of a Crown and Anchor game. | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | T003: Betting limit is reached | | | |
| **Test Description:** | | | Each table should set a maximum and a minimum wage. Test the minimum limit for each game. | | | |
| **Pre-conditions** | | | Run the program with the pre-entered player’s details. | | | |
| **Post-conditions** | | | The player keep playing until the minimum limit is reached. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run the program pre-entered player’s details:  Player name = “Fred”  Balance = 100  Limit = 0 | | | Console opens and show the result for 100 games. | P |  |
|  | Look for a game If player wins with 1 match, balance should increase by 1x game’s bet. | | | The player’s keep playing until the limit is reached. |  | F |

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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Player | “Fred” | “TestPlayer” |  |  |  |
| Balance | 100 | 20 |  |  |  |
| Limit | 0 | 0 |  |  |  |
| Bet | 5 | 4 |  |  |  |

The game finish when the limit is reached. However, all game always finish before spend all the balance.



