## User Acceptance Testing

1. **Bug:** Game does not pay out at correct level.

**Description:** When player wins on 1 match, balance does not increase.

When, dice face matches then player’s winning amount will be equals to ‘bet amount + (bet amount \* matched faces)’.

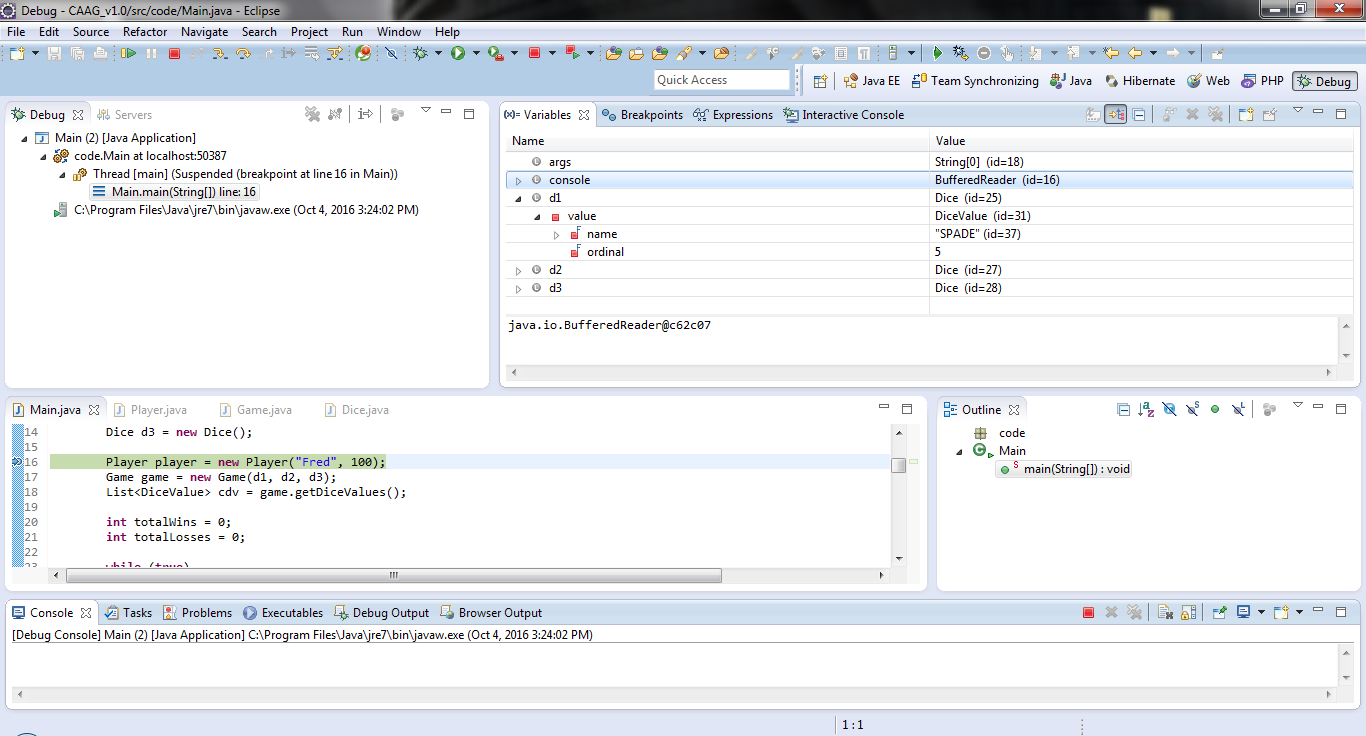
**Reproducing bug:** When player wins, winning amount is not properly calculated,

Example: if 5 is betting amount and if one face matches, then as per program execution player gets ‘bet amount \* matched faces’ i.e. 5 \* 1 = 5 but, player should get 5 + (5 \* 1) = 10.

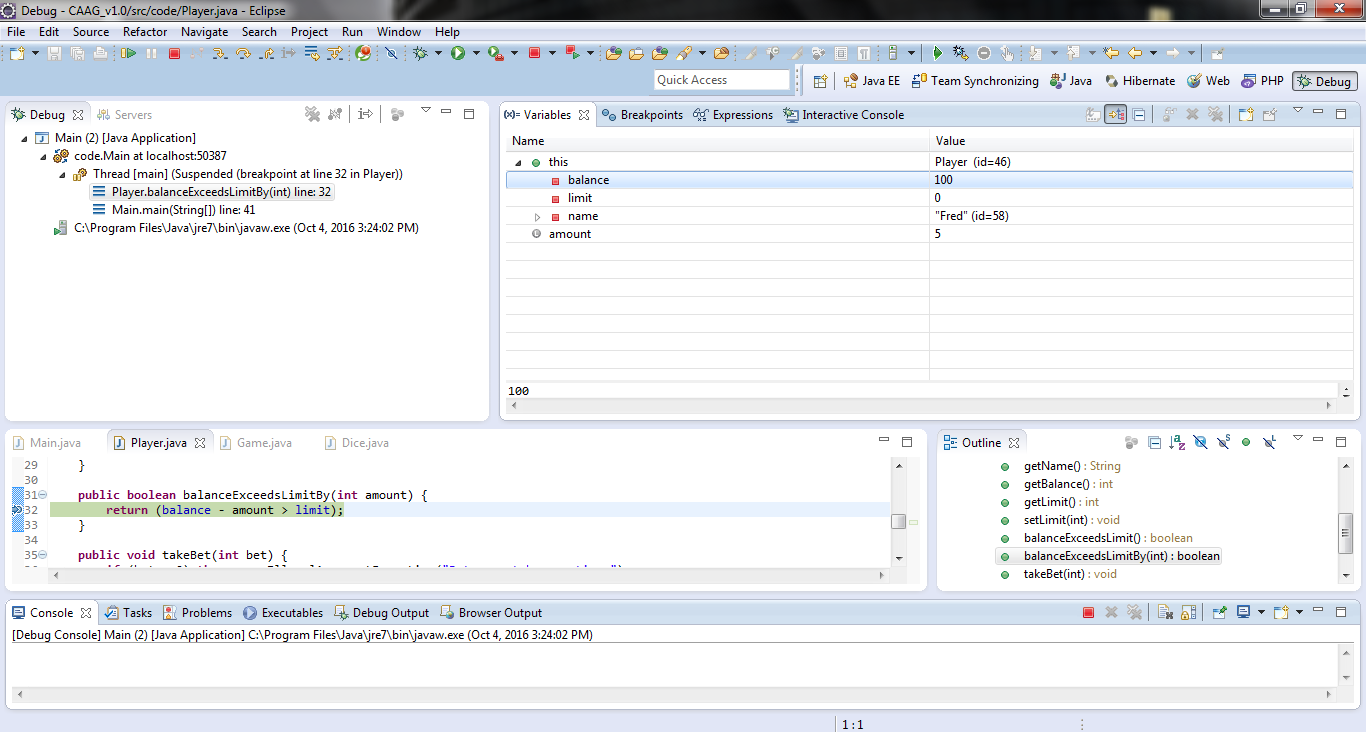
Similarly, if 5 is betting amount and 2 faces matched, then player gets ‘5 \* 2 = 10’, but player should get ‘5 + (5 \* 2) = 10’.

**Screenshots:**

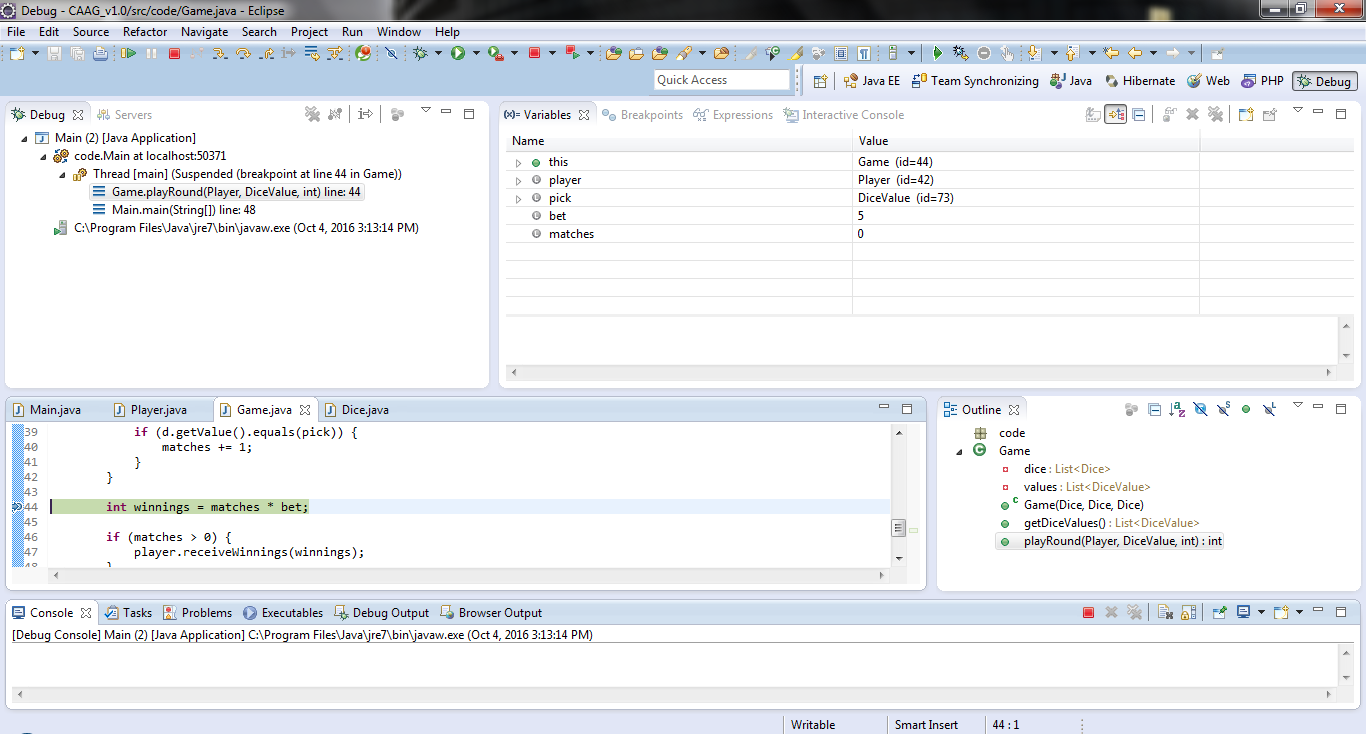
On running code, firstly all 3 dice gets initialized.



Initially player balance is set to 100, limit is 0.

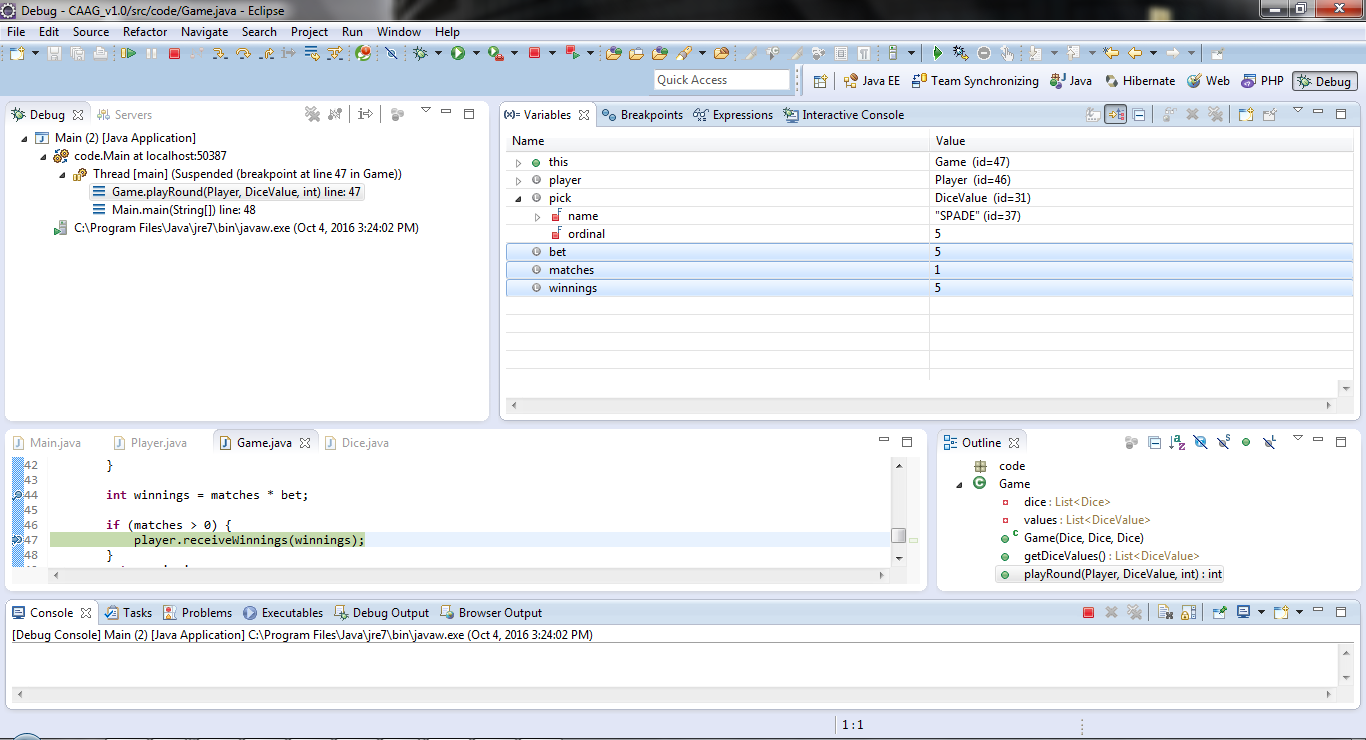


Bet amount is set to 5 and to calculate winning formula used is ‘matches \* bet’ due to which bug occurs. The correct formula will be ‘winning = bet + (matches \* bet)’.



Here we can see if bet amount is 5 and face matched is equal to 1 then, winnings is 5

(bet \* matches) but, winnings should be 10



Winning amount is improper as stated above.

