

Test Script	
Game Payout Test	Date: 12/10/2017

Test Name	Game does not pay out at correct level
Use Case Tested:	Play Game
Test Description:	When player wins on 1 match, balance does not increases
Pre-conditions	<p>The program has been launched, and is currently running.</p> <p>Registered user can only get chance to Play game.</p> <p>The balance must be positive which is greater than the minimum bet.</p>
Post-conditions	<p>The output console has been filled with information from the demo runs of the program.</p> <p>The post conditions here are reliant on the return value of the dice.</p>
Cases:	<ul style="list-style-type: none"> • Cases <ul style="list-style-type: none"> ○ If No 'Crown' is rolled i.e. 0 matches: Then the result = -5.Now, the player balance decreases by bet amount (-\$5) and the final balance is \$95 ○ If 1 'Crown' is rolled i.e. 1 match: Then the result = 5.Now, the player balance increases by bet amount (\$5) and the final balance is \$105 ○ If 2 'Crown' is rolled i.e. 2 match: Then the result = 10.Now, the player balance increases by bet amount (\$10) and the final balance is \$110 ○ If 3 'Crown' is rolled i.e. 3 match: Then the result = 15.Now, the player balance increases by bet amount (\$15) and the final balance is \$115

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Script Steps

	TEST STEP	EXPECTED TEST RESULTS	RESULT
1.	Main.java is run.	Console opens and results are displayed on the output. 100 games are shown on the output.	Pass
2.	Play round (Pick 'crown', bet 5)	A result (winnings amount) and 3 new dice values	Pass
3.	Check result (dice values and winnings amount)	The winning amount is correct based on the dice values given below: <ul style="list-style-type: none"> • 0 crowns – Winnings = -5 • 1 crown – Winnings = 5 • 2 crowns – Winnings = 10 • 3 crowns – Winnings = 15 	Fail
4.	Player balance is checked	Make confirmation with player balance is altered by winnings amount	Fail
5.	Repeat steps 3 & 4 until only 1 match occurs and verify result	Confirm winnings for 1 match = 5 and player balance is increased by 5.	Fail

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Source of BUG

```

Dice.java  DiceValue.java  Game.java  Main.java  Player.java
12      dice = new ArrayList<Dice>();
13      dice.add(die1);
14      dice.add(die2);
15      dice.add(die3);
16      values = new ArrayList<DiceValue>();
17  }
18
19  public List<DiceValue> getDiceValues() {
20      values.clear();
21      for (Dice d : dice) {
22          values.add(d.getValue());
23      }
24      return Collections.unmodifiableList(values);
25  }
26
27  public int playRound(Player player, DiceValue pick, int bet ) {
28      if (player == null) throw new IllegalArgumentException("Player cannot be null.");
29      if (pick == null) throw new IllegalArgumentException("Pick cannot be negative.");
30      if (bet < 0) throw new IllegalArgumentException("Bet cannot be negative.");
31
32      player.takeBet(bet);
33
34      int matches = 0;
35      for ( Dice d : dice) {
36          d.roll();
37          if (d.getValue().equals(pick)) {
38              matches += 1;
39          }
40      }
41
42      int winnings = matches * bet;
43
44      if (matches > 0) {
45          player.receiveWinnings(winnings);
46      }
47      return winnings;
48  }

```

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Examples of BUG:

EXAMPLES OF BUGS	RESULT
<p>Fred starts with balance 100, limit 0</p> <p>Turn 1: Fred bet 5 on DIAMOND</p> <p>Rolled CLUB, HEART, DIAMOND</p> <p>Fred won 5, balance now 100</p>	<p>Fred's Initial balance: 100</p> <p>sBalance after turn: 100</p> <p>Expected: 105</p> <p>Result: FAIL</p>
<p>Turn 33: Fred bet 5 on HEART</p> <p>Rolled CLUB, HEART, DIAMOND</p> <p>Fred won 5, balance now 40</p> <p>Turn 34: Fred bet 5 on CLUB</p> <p>Rolled CLUB, HEART, DIAMOND</p> <p>Fred won 5, balance now 40</p>	<p>Fred's Initial balance: 40</p> <p>Balance after turn: 40</p> <p>Expected: 45</p> <p>Result: FAIL</p>