Bug Report

NO	BUG NAME	Description	DATA REQUIRED	DATE FOUND	STATUS
1	Game Payout Test	• This script covers the bug when the player wins on 1 match, balance does not increase.	▪A Register user, ▪Three new dice ▪ Game initialized with dice d1,d2,d3 ▪ A bet	09/10/2017	Resolved
2	Player cannot reach betting limit	• This script covers the bug which occurs when a betting limit is set to 0, but the game ends with player still with 5 (dollars) remaining.	▪ A Register user, ▪ Three new dice ▪Game initialized with dice d1,d2,d3 ▪A bet	10/10/2014	Resolved
3	Odds in the game do not appear to be correct	• This script covers the bug which occurs at the end of Playgame when reviewing the win loss ratio. Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case. Win rates appear to be either ~40% or ~60%.	▪ A Register user, ▪ Three new dice ▪Game initialized with dice d1,d2,d3 ▪A bet ▪ Number of games to play	11/10/2014	Resolved
4	Dice Value Test	• Combination of three symbols never changes, first combination of symbols is repeated through the whole game		10/10/2014	Resolved

5	Game Rolls Test	• Spade is never drawn, out of six possible symbols, all five symbols are randomly select except spade		5/10/2014	Resolved