| **Test Name** | Bet Limit Test |
| --- | --- |
| **Use Case Tested:** | Play Game |
| **Test Description:** | This test focuses on the rule where the player uses all the available funds which is above the betting limit. |
| **Pre-conditions** | * Registered user can only get chance to Playgame. The balance must be positive which is greater than the minimum bet. * 3 dice is in use for initializing the game 3 dice is in use for initializing the game |
| **Post-conditions** | * The expectation is made that the Playgame ends when the players balance is equal to the betting limit, such that the player cannot place a bet without taking them under the betting limit. * We therefore expect that the player balance is equal to zero in this case. |

**Script Steps**

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Make player | Player exists with name “Fred”, balance 10, and limit 0 |  |
| 2 | Start new game | A new valid game exists |  |
| 3 | Play round (Pick ‘crown’, bet 5) | A result (winnings amount) and 3 new dice values |  |
| 4 | Check result | Confirm winnings amount is correct based on dice values as follows:   * 0 crowns – Winnings = -5 * 1 crown – Winnings = 5 * 2 crowns – Winnings = 10 * 3 crowns – Winnings = 15 |  |
| 5 | Check player balance | Confirm player balance is adjusted by winnings amount |  |
| 6 | Repeat steps 4 & 5 until game play is ended | Confirm player balance is zero |  |

**Test Execution**

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| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 13/10/2017 6:10pm | Rajani | Bug2.test1 | UAT | Fails |