### Scenario – Bug Reports

## Scenario Description

* Sets of tests below describes the bugs which is reported in 'Crown and Anchor' game.
* A single test is done for single bug reported.
* For each test a set of pre-conditions, post conditions, required data, required actions and expected results will be included, as well as any necessary tear-down steps.
* As much as possible acceptance criteria will be understandable, explicit and proven.

## Version Control

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| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 03/10/2017 | Rajani Parajuli | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

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

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

B. Bug 2 – **Player cannot reach betting limit**

Limit set to 0, but game ends with player still with 5 (dollars) remaining

C. Bug 3 - **Odds in the game do not appear to be correct.**

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.

D Bug 4- **Combination of three symbols never change after first roll**

E. Bug 5 - **Spade is never selected, and only other five symbols are randomly selected**

## Use Case

* **Playing the Game**

## Test Components/Requirements

**1.Player to play the game**

**2. Player must be registered**

## User Group

**Players playing game**