

Test Case Plan

3/10/2019

#	Functionality	Scenario	Description	Notes	Tested by	Android 5.0 (Emulator)	Android 6.0 (Emulator)	Android 9.0 (Emulator)
1	Application Startup	App Loading	App Loads Once Run Is Pushed		Srinivas	Passed	Passed	Passed
2	Setting Amount	User Enters Starting Amount	User Enters Valid Starting Amount, Then Locks User From Changing, New Game & Pull Lever Unlocked		Srinivas	Passed	Passed	Passed
3	Setting Amount	User Enters Starting Amount	User Enters Invalid Amount, Apps Notifys User Of Invalid Amount		Srinivas	Passed	Passed	Passed
4	Setting Amount	User Presses Locked Set Amount	No Response		Srinivas	Passed	Passed	Passed
5	Starting New Game	User Presses New Game Button	User Presses New Game, Bank Resets To Set Amount, Slot Machine Resets To Zero		Srinivas	Passed	Passed	Passed
6	Starting New Game	User Presses New Game Button [Locked]	No Response		Srinivas	Passed	Passed	Passed
7	Starting New Game	Slot Machine Resets Based On Money	If Bank/User Runs Out Of Money, Slot Machine Resets		Srinivas	Passed	Passed	Passed
8	Pulling Lever	User Presses Pull Lever	Slot Machine Withdraws \$5 From User, Generates Slot Values		Srinivas	Passed	Passed	Passed
9	Pulling Lever	User Presses Pull Lever [Locked]	No Response		Srinivas	Passed	Passed	Passed
10	Slot Machine Generator	Player Bank Removes \$5	Random Slot Machine Numbers Generated Between Zero -> Nine		Srinivas	Passed	Passed	Passed
11	Slot Machine Conditions Checking	Randomly Generated Slot Machine, Zero Matches	New Game Conditions Checked		Srinivas	Passed	Passed	Passed
12	Slot Machine Conditions Checking	Randomly Generated Slot Machine, Two Matches	User Gains \$10, Slot Machine Checks For New Game Conditions		Srinivas	Passed	Passed	Passed
13	Slot Machine Conditions Checking	Randomly Generated Slot Machine, Three Matches	If Generated Slot Values: +\$40 (< 5), +\$100 (5-8), +\$1000 (9). Slot Machine Checks For New Game Conditions		Srinivas	Passed	Passed	Passed