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

UAT case to replicate issue:

Description:

Confirm that player’s balance does not increase even if bet is won

Pre-conditions:

* Dice class exists
* DiceValue class exists
* Game class exists
* Main class exists
* Player class exists

Post-conditions:

* Game is executed
* Evidence that player’s balance never increases

Data required:

* None

**Debugging log**

Simplification:

To reduce size of output, initial balance set at 10, and limit number of games to 1.

Output when program is run:

Start Game 0:

Fred starts with balance 10, limit 0

Turn 1: Fred bet 5 on CLUB

Rolled CLUB, CROWN, ANCHOR

Fred won 5, balance now 10

Turn 2: Fred bet 5 on CROWN

Rolled CLUB, CROWN, ANCHOR

Fred won 5, balance now 10

Turn 3: Fred bet 5 on DIAMOND

Rolled CLUB, CROWN, ANCHOR

Fred lost, balance now 5

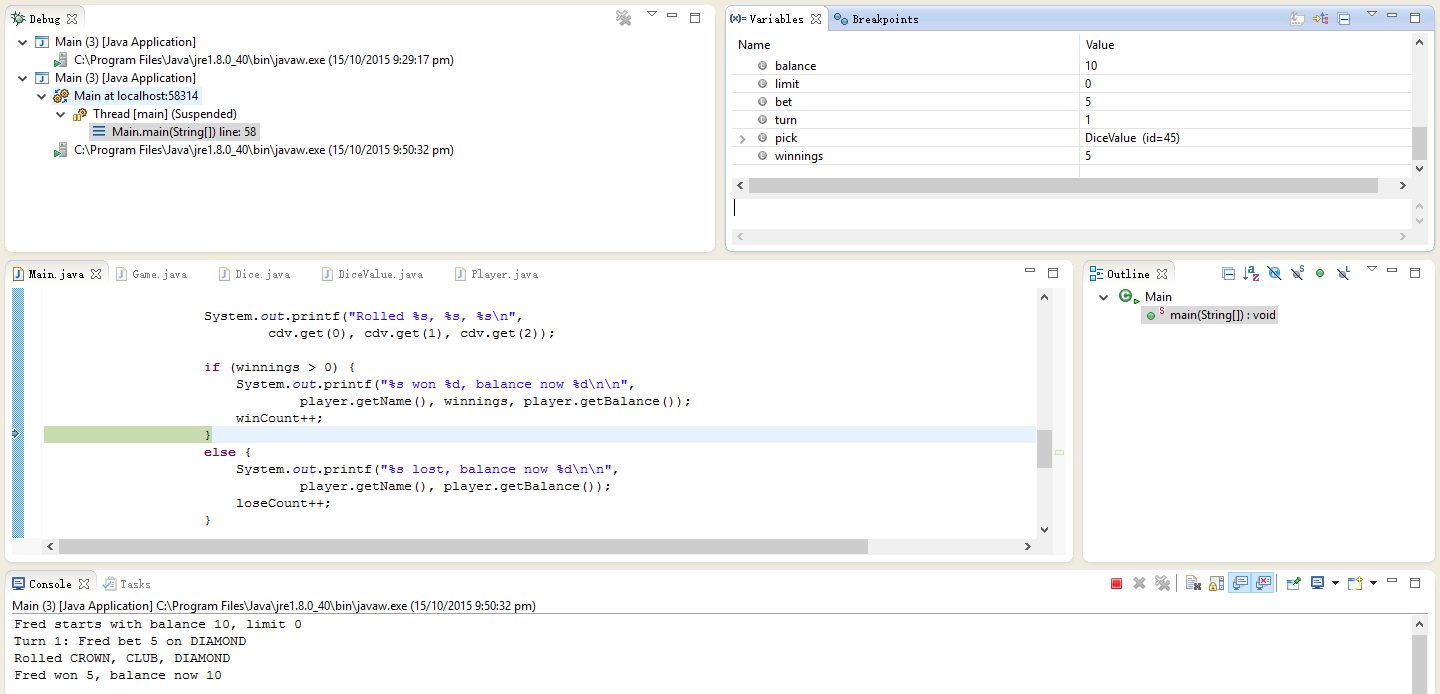
3 turns later.

End Game 0: Fred now has balance 5

Win count = 2, Lose Count = 1, 0.67

Clearly bug is still present after simplification.

Hypothesis: Whenever Fred wins a bet, he does not receive his original bet back.



Here, Fred won the bet. The winnings variable correctly shows 5 but the console incorrectly shows that balance is still 10. All variable values were correct until this point. It should be noted that the variable “balance” in the variable inspector represents the “balance” variable in Main.java and not Player.java. As such, its state is unimportant beyond setting the initial balance of the player.

Resolution:

In the playRound() method of Game.java, the last if statement was changed.

Output:

Start Game 0:

Fred starts with balance 10, limit 0

Turn 1: Fred bet 5 on ANCHOR

Rolled ANCHOR, DIAMOND, CROWN

Fred won 5, balance now 15

Initial balance and number of games was returned to 100. Results checked out to be sane. Output screenshot will not be shown because it is too large.

**Bug 2:** Player cannot reach betting limit

UAT case to replicate issue:

Description:

Confirm that player’s balance can never reach lower limit

Pre-conditions:

* Dice class exists
* DiceValue class exists
* Game class exists
* Main class exists
* Player class exists

Post-conditions:

* Game is executed
* Evidence that player’s balance never reaches lower limit

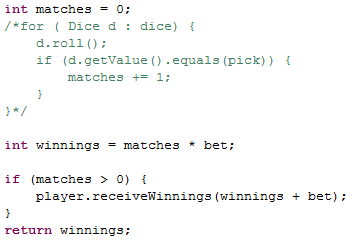
Data required:

* None

**Debugging log**

Simplification:

To reduce size of output, initial balance set at 10, and limit number of games to 1. Furthermore, to ensure the Fred always loses, the following code was commented out:



Output when program is run:

Start Game 0:

Fred starts with balance 10, limit 0

Turn 1: Fred bet 5 on CROWN

Rolled DIAMOND, CROWN, DIAMOND

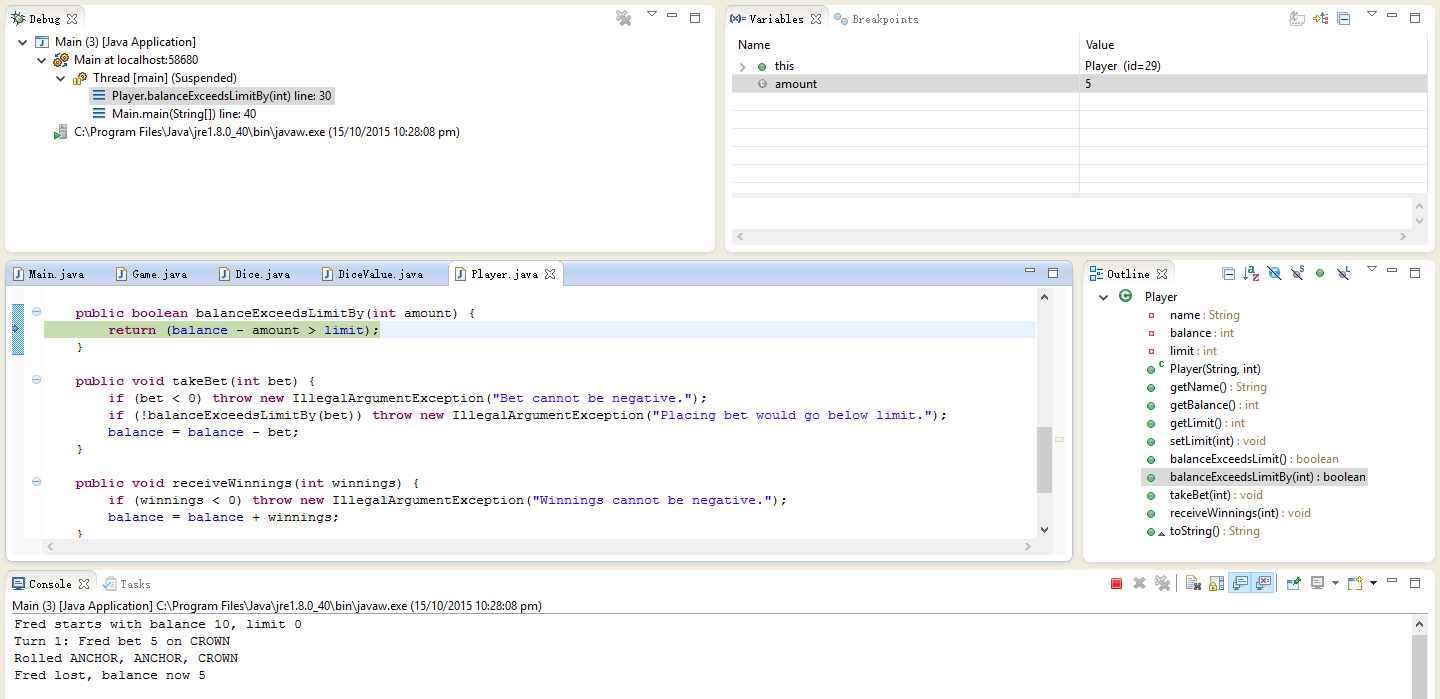
Fred lost, balance now 5

1 turns later.

End Game 0: Fred now has balance 5

Win count = 0, Lose Count = 1, 0.00

Hypothesis: balanceExceedsLimitBy() method in Player.java is not behaving properly.



The bug is clearly shown here. Current balance is 5, amount is also 5. According to the code, balance – amount must > 0 which will resolve to false in this case. As a result, the while loop in Main.java ends.

Resolution:

In the balanceExceedsLimitBy() method of Player.java, the > symbol in the return statement was changed to >=.

Output:

Start Game 0:

Fred starts with balance 10, limit 0

Turn 1: Fred bet 5 on CROWN

Rolled CROWN, HEART, HEART

Fred lost, balance now 5

Turn 2: Fred bet 5 on HEART

Rolled CROWN, HEART, HEART

Fred lost, balance now 0

2 turns later.

End Game 0: Fred now has balance 0

Win count = 0, Lose Count = 2, 0.00

Initial balance and number of games was returned to 100. Commented out section restored. Results checked out to be sane. Output screenshot will not be shown because it is too large.

**Bug 2:** Player cannot reach betting limit

UAT case to replicate issue:

Description:

Confirm that player’s balance can never reach lower limit

Pre-conditions:

* Dice class exists
* DiceValue class exists
* Game class exists
* Main class exists
* Player class exists

Post-conditions:

* Game is executed
* Evidence that player’s balance never reaches lower limit

Data required:

* None