C1: Testing Dice Roll Game

Type	Priority	Estimate	References
Other	High	None	None

Automation Type

None

Steps

Steps:

1) Roll the dice by invoking the appropriate Alexa Skill command (e.g. open the dice game").
2) Verify that the game generates a random number between 1 and 6.
3) Verify that if the user rolls a number between 2 and 6, that roll is added to their score.
4) Verify that if the user rolls a 1, their score is reset to zero.
5) Verify that the game prompts the user if they want to continue or end the game after each roll.
6) If the user decides to end the game, verify that the game asks if the user wants to add their name to a high score list.
7) If the user decides to add their name to the high score list, verify that the game asks for their name and adds it to the list.

Expected Result

1) The game should generate a random number between 1 and 6.
2) The user's score should be updated with each roll.
3) If the user rolls a 1, their score should be reset to zero.
4) The game should prompt the user after each roll to continue or end the game.
5) If the user decides to end the game, the game should ask if they want to add their name to the high score list.
6) If the user decides to add their name to the high score list, their name should be added to the list.