| **Test Name** | | | Replication of Bug 1 | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Game does not pay out at correct level. When player wins on 1 match, balance does not increase. | | | |
| **Pre-conditions** | | | Player exists, balance is above minimum wager | | | |
| **Post-conditions** | | | Player bet matches only one die  Balance has not been changed | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Player places a bet of at least the minimum wager and no more than their balance. | | | No errors occur. |  |  |
|  | Dealer rolls the dice. | | | There is exactly one dice with a value matching the player’s bet. |  |  |
|  | Dealer pays players who won. | | | Player balance is equal to pre-test state. |  |  |