| **Test Name** | | UATGame001 | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Check whether pay will increase when player wins the game | | | |
| **Test Description:** | | When the player wins the one match balance should be increase | | | |
| **Pre-conditions** | | Player name and balance should be provided | | | |
| **Post-conditions** | | When the player wins balance increased successfully. | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | Fail | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
|  | Input player name and the balance | | Method take the inputs | P |  |
|  | If payer wins one match balance should be increase | | Balance increased |  | F |
|  | If player loss one match balance should be reduce | | Balance minimized | P |  |

**Test case for Bug 1**

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