# Scenario: Bug 1 – Game does not pay out at correct level

## Scenario Description

The customer wants to exit the car park, so they interact with the exit control pillar to be able to exit the car park.

* The customer can be either an adhoc ticket holder or a season ticket holder.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 22/09/2017 | Wayne Barlow | Initial Draft |

## Test Scripts

The following scripts will cover this scenario:

* text

## Use Case

* This test scenario covers the use case: ???

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Text

## User Groups

* Text

## Script #1.1: Text

### Script Description

* Text.

### Testing Requirements

This test script covers the following specific testing requirements:

* Text

### Setup

* Text

### Teardown

* Text.

### Script Steps

|  |  |  |  |
| --- | --- | --- | --- |
| Step # | Test Action | Expected Results | Pass/ Fail |
| 1 | Text | Text |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 22/09/17 |  |  |  |  |
|  |  |  |  |  |

### Debugging Notes

|  |  |  |
| --- | --- | --- |
| Step # | Input Data | Details of test results |
| 1 |  |  |

### Screen Shots