# Scenario # 1: Game does not payout at correct level

## Scenario Description

* When player wins on 1 match, balance does not increase.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 12/10/2016 | Abhishek Gaba | Initial Draft |

## Test Scripts

* Normal Play

## Use Case

* Player wins

## Test Components/Requirements

* Dice
* Game
* Player

# Script # 1: Normal Play – Player Wins

### Script Description

Player plays one match and wins it but his/her balance does not increase which means game does not payout correctly.

### Testing Requirements

played with three identical dice with the faces of each dice marked with the symbols of a crown, anchor, heart, diamond, club and spade.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | * Dealers throws the dice |  |  |
| 2 | * symbol appears on one or more of the uppermost face of the three dice |  |  |
| 3 | * Player wins | Balance should add | FAIL |
| 4 |  |  |  |
| 5 |  |  |  |