| **Test Name** | | Balance Bug |
| --- | --- | --- |
| **Use Case Tested:** | | Bug01 |
| **Test Description:** | | Game does not pay out at correct level.  When player wins on 1 match, balance does not increase. |
| **Pre-conditions** | | * Three identical six-faced dice exist. * Player has money to bet. * Player is over 18. |
| **Post-conditions** | | * Game has ended. * Money won has been received. * Money lost has been paid. |
| **Notes:** |  | |
| **Result (Pass/Fail/Warning/Incomplete)** |  | |

|  | **TEST STEP** | **EXPECTED TEST RESULTS** | P | F |
| --- | --- | --- | --- | --- |
| Run game as originally given | | | | |
|  | Run the Game. | When Fred wins on 1 match, he only gets back the money he bet, but the rules of 1 match, means he should be back his bet PLUS a winning of what was bet.  Example:  balance is 65, bet 5  get 1 match, balance should be 75  (2 match and 3 match are also wrong.) |  |  |