| **Test Name** | | Balance Bug |
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| **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.  Look through the game for a 1 match, 2 match and/or 3 match. | 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.) |  |  |
| Run fixed game | | | | |
|  | Run the Game.  Look through the game for a 1 match, 2 match and/or 3 match. | * 1 match receives 5 instead of 10 (5 winnings + 5 bet returned). * 2 matches receives 10 instead of 15 (10 winnings + 5 bet returned). * 3 matches receives 15 instead of 20 (15 winnings + 5 bet returned). |  |  |

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| Buggy Output | Fixed Output |
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