| **Test Name** | | | Balance value does not increase on win turn. | | | |
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| **Use Case Tested:** | | | Bug #1 | | | |
| **Test Description:** | | | Fred starts game with balance 20, after won the first turn, balance still is 20. | | | |
| **Pre-conditions** | | | Fred should play at least one game and starts this game with balance 20 | | | |
| **Post-conditions** | | | On win turn, balance should increase by 5. On lose, bet on 5 must decreases from balance. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **FAIL** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run MainUAT.java file | | | Console window open and showing turns until end of game. | Pass |  |
|  | Check each turn and notice current and previous balance are same on win turn. | | | Previous and current balance will be equal. |  | Fail |