| **Test Name** | | | Balance must be zero on lost the game. | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Bug #2 | | | |
| **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** | | | * Player must have sufficient balance to play this game. * On lost, balance should decrease by 5 and reach on zero for end the game. | | | |
| **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 |  |
|  | Find last line, and has still balance 5 while it should be zero | | | On last, balance must be zero on lost the game. |  | Fail |