| **Test Name** | | | **Single Match Win** | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | A player is at the table with sufficient credits to play out a round and bet $5. The amount is debited from the player’s account. | | | |
| **Test Description:** | | | The game is played until the ‘returns condition’ is met and the player’s account is credited with the expected takings. | | | |
| **Pre-conditions** | | | A wager on a particular symbol shall win if the symbol appears on one or more of the uppermost face of the three dice and shall lose if the symbol does not appear | | | |
| **Post-conditions** | | | The player’s account is credited with $5 after a ‘single match win’ | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Starting game | | | 5$ added. | Pass |  |