| **Test Name** | | | **Unconfirmed scenario** | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | A player is at the table with sufficient credits to play out a round and bet $5. A game ends when the balance is 0 or 200. | | | |
| **Test Description:** | | | 100 games are played and the player’s win ration is printed to the console. | | | |
| **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. i.e. A number between 1-6 appears one or more times that is equal to the number randomly picked by the player | | | |
| **Post-conditions** | | | Win-to-loss ratio should approximate to 0.42 | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Starting game | | | 0.42 | Pass |  |