**001 - Winning Payout Test:**

Description: This test case demonstrates that a win must increment the players money according to the games rules.

Pre-conditions: A player exists who has money in their balance greater than or equal to the bet where the balance limit has not been crossed.

Post-conditions: The player wins on two symbols and their balance is incremented by the bet.

Data required: A player initialized, a game object initialized, a game played where the player wins on a symbol.

**002 - Winning Payout Test:**

Description: This test case demonstrates that a win must increment the players money according to the games rules.

Pre-conditions: A player exists who has money in their balance greater than or equal to the bet where the balance limit has not been crossed.

Post-conditions: The player wins on two symbols and their balance is incremented by twice the bet.

Data required: A player initialized, a game object initialized, a game played where the player wins on two symbols.

**003 - Winning Payout Test:**

Description: This test case demonstrates that a win must increment the players money according to the games rules.

Pre-conditions: A player exists who has money in their balance greater than or equal to the bet where the balance limit has not been crossed.

Post-conditions: The player wins on two symbols and their balance is incremented by thrice the bet.

Data required: A player initialized, a game object initialized, a game played where the player wins on three symbols.

Template:

**<Test Case ID> - <Test Case Name>:**

Description: [Describe the logical condition that the Test Case evaluates. Include the expected result.]

Pre-conditions: [List conditions that must be true before this Test Case can start.]

Post-conditions: No books state changes, the borrowers loan record is not updated and no new loans are recorded.

Data required: [Identify the type of data required for this Test Case.]