| **Test Name** | | | <increase balance> | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | <increase balance> | | | |
| **Test Description:** | | | Set the initial limit, balance and bet of the player. So when the game is won the balance of the player must be increased otherwise the balance must be decreased according to the bet. | | | |
| **Pre-conditions** | | | * Three dice must be thrown on the mat * Player must bet the game. * The system must increase or decrease the balance of the player according to the win/loss of the game. | | | |
| **Post-conditions** | | | The game must ends when the balance exceeds the limit. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Dice must be rolled on the mat. | | | All the six faces must be displayed | p |  |
|  | Bet the game | | | A player must be involved | p |  |
|  | Get the balance | | | Balance must be increased (single/double/thrice) if the game is won according to the bet of dice faces otherwise decreased. | p |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| [Data field 1] | [data set 1 input value for field 1] |  |  |  |  |
| [Data field 2] | [data set 1 input value for field 2] |  |  |  |  |
| [Data field 3] | [data set 1 input value for field 3] |  |  |  |  |