| **Test Name** | | | Replicate Incorrect Pay Out Error | | | |
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| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Replicating an error where when the player wins with one match, their balance is not increased. | | | |
| **Pre-conditions** | | | Player balance is 100. Player limit is 0. Player bet amount is 5. Player Name is Fred. | | | |
| **Post-conditions** | | | Game results are output in console. | | | |
| **Notes:** | | When the player wins on 1 match and 5 is bet 5 is added to player balance rather than 10. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Program is executed with designated pre-conditions. | | | Game results are displayed in console. Results show player balance increasing by 10 when a 1 match win occurs. |  | F |
|  | Q is input through console | | | Execution stops. | P |  |