| **Test Name** | | | Replicate Incorrect Pay Out Error | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Replicating an error where when the player wins an incorrect amount is added to their balance. | | | |
| **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:** | | . | | | | |
| **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 5 for one match, 10 for two matches and 15 for 3 matches. | P |  |
|  | Q is input through console | | | Execution stops. |  | F |

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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Expected 1 match payout with a bet of 5. | 10 |  |  |  |  |
| Expected 2 match payout with a bet of 5. | 15 |  |  |  |  |
| Expected 3 match payout with a bet of 5. | 20 |  |  |  |  |
| Q | “q” |  |  |  |  |