Test Script: TestItem01	
UAT: Single Match Win	Date: 04/10/2017

Test Name	Total return for 'one match win' credited to player's balance.		
Use Case Tested:	One Match Win		
Test Description:	A player sits at the table, the player's bet is taken and the dice thrown on a round by round basis until the player wins with a single matching symbol. The winnings are credited to the player's account.		
Pre-conditions	 A player. the player is at the table with sufficient credits to play out a round and bet \$5. The 		
	 amount is debited from the player's account. A 'winning' condition: 		
	 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. 		
	An 'odds' condition':		
	- if the symbol appears on the uppermost face of 1 dice: 1 to 1		
	The 'odds' condition translates to a 'winnings' value of 5. • A 'returns' condition:		
	 the Returns from a bet are the amount the player gets back if the bet wins. The return to the player is the value of the initial bet ('stake') AND the winnings. 		

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Post	-conditions	Player's balance increases by \$5.			
Note	es:	An automated 'alpha' UAT. No direct user input required.			
		A conditional breakpoint is entered at line 63 of the test script: winnings == 5			
Result (Pass/Fail/Warning/Incomplete)		P			
(I as	TEST	RUN	EXPECTED TEST RESULTS	P	F
1.	Turn 01		Balance increases by \$5	Р	
2.	Turn 02		Balance increases by \$5	Р	
3.	Turn 03		Balance increases by \$5	Р	

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