**01 – Bug 1:**

Description: Game does not pay out at correct level. When player wins on 1 match, balance does not increase

Pre-conditions: the user plays a round, bets on a symbol, the symbol is rolled.

Post-conditions: The balance is not increased

Data required:

**02 – Bug 2:**

Description: Player cannot reach betting limit: Limit set to 0, but game ends with player still with 5 (dollars) remaining

Pre-conditions: Player’s remaining balance is set to the same as their bet

Post-conditions: The player was not able to bet

Data required:

**03 – Bug 3:**

Description: Odds in the game do not appear to be correct. Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case

Pre-conditions: A large sample size of rounds are played

Post-conditions: The win ratio is not close to 0.42

Data required: