| **Test Name** | | | Bug 1 | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Player 1 match | | | |
| **Test 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 | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Fail** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run the program | | | The program opens and executes with its testing data |  |  |
|  | Players picks an initial bet | | | The bet is made |  |  |
|  | Player picks a symbol | | | The player picks a symbol |  |  |
|  | A round is played | | | A game round is played |  |  |
|  | The symbol is rolled once | | | The Player’s balance is increased by their bet amount |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
|  |  |  |  |  |  |