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| **Bug 1** | |
| **Tested Case** | Normal gameplay |
| **Description** | Player plays a round of Crown & Anchor, check if the given payout is correct when a match is initiated |
| **Pre-conditions** | * Player has sufficient balance to place bet * Player balance is less than the limit that the player will leave * Player bets on a specified suite/symbol * Dice have been rolled * Dice show one match between players bet and dices faces |
| **Post-conditions** | Player balance is equal to balance before betting this round plus (if win) or minus (if lose) the bet amount |
| **Notes** | * If a bug exists, the result will be shown as “Fail” * If a bug does not exist, the result will be shown as “Pass” |
| **Test Result** | Fail |

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| **Test Steps** | **Expected output** | **Pass** | **Fail** |
| **Step 1:** Player wins | Playername + “won” is displayed | **X** |  |
| **Step 2:** A match has started | Only one rolled suite/symbol matches the one picked by player | **X** |  |
| **Step 3:** Displayed balance | Balance should be equal to the balance before betting this round plus or minus bet amount | **X** |  |

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| **Before** | **After** |
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