| **Test Name** | | | Game does not pay out at the correct level | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Crown and Anchor Game | | | |
| **Test Description:** | | | If the player wins on 1 match, the players balance will not increase | | | |
| **Pre-conditions** | | | Default game settings | | | |
| **Post-conditions** | | | After each match the player is able to check the output to determine if the balance is correct | | | |
| **Notes:** | | **At present a failed test result indicates that the bug does exist (this is expected as the bug has been reported and we just want to confirm the bug does exist). Once the bug has been fixed then all subsequent test should pass which indicates that the bug no longer exist within the program** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run program | | |  |  |  |
|  | Search through the output from the game and locate the first instance of the player winning a match | | | Confirm the balance that the player had before the match started does not increase |  |  |
|  |  | | |  |  |  |

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| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| [Data field 1] | [data set 1 input value for field 1] |  |  |  |  |
| [Data field 2] | [data set 1 input value for field 2] |  |  |  |  |
| [Data field 3] | [data set 1 input value for field 3] |  |  |  |  |