| **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** | | |  | | | |
| **Notes:** | |  | | | | |
| **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 |  |  |
|  |  | | |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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] |  |  |  |  |