|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Number | Use case tested | Expected Result | Critical | | | Final result |
| Yes | | No |
| 1. | Crown and Anchor Game | The (win+lose) ratio must be approximately equals to 0.42 |  |  | | The bug has been resolved. |

**UAT Test Case**

First bug of Crown and Anchor Game,