| **Test Name** | **When player wins one game, the balance does not increase** |
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| **Use Case Tested:** | Reported bug #1 |
| **Test Description:** | A player (Fred) begins with a balance of 100, and plays 1 game. When Fred wins a game, the balance should be increased by 5. |
| **Pre-conditions** | - A player must exist with name “Fred”, balance 100, and limit 0.  - The number of games played must be 1. |
| **Post-conditions** | - When the player wins a turn, the balance must increase by 5.  - When the player loses a turn, the balance must decrease by 5. |
| **Notes:** | **Failing this test confirms the presence of Reported Bug #1:**  **When player wins on 1 match, balance does not increase.** |
| **Result (Pass/Fail/Warning/Incomplete)** | **FAIL** |