| **Test Name** | **Game ends with balance > 0** |
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| **Use Case Tested:** | Reported bug #2 |
| **Test Description:** | A player (Fred) begins with a balance of 100, and plays 1 game. When the game ends, the balance should be 0. |
| **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 loses a game, the balance must decrease by 5.  - The player must be able to bet until the balance is 0, so long as sufficient funds remain to do so (balance is greater than or equal to 5).  - The game should not end until the player does not have sufficient funds to place a bet (balance is less than 5) |
| **Notes:** | **Failing this test confirms the presence of Reported Bug #2:**  **Limit set to 0, but game ends with player still with 5 (dollars) remaining.** |
| **Result (Pass/Fail/Warning/Incomplete)** | **FAIL** |