**T001: Dices should display different symbols at each game roll**

Description: Test the dice rolling. The dealer starts the game rolling the dices. Each game is different.

Pre-conditions: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-conditions: Each game should show different symbols. It is expecting some exceptions.

Data required: Player name, initial balance, limit and bet amount.

T001\_Run1: SPADE symbol is not selected when the dice is rolled

Description: Test the selection of the symbol SPADE when the dice is rolled.

Pre-condition: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-Condition: The symbols assigned to each dice roll should correspond to one of the six symbols.

Data required: Player name, initial balance, limit and bet amount.

T001\_Run2: SPADE symbol is not selected by the player.

Description: Test the selection of the symbol SPADE as a player symbol.

Pre-condition: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-Condition: The symbols assigned to the user pick is one of the six symbols.

Data required: Player name, initial balance, limit and bet amount.

**T002: Payment of winning game increase player balance**

Description: Test the balance for each 1 match winning game.

Pre-conditions: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-conditions: The game should pay 1 to 1; in other words, the player’s balance has increased by 1x.

Data required: Player name, initial balance, limit and bet amount.

**T003: Betting limit is reached**

Description: Each table should set a maximum and a minimum wager. Test the minimum limit for each game.

Pre-conditions: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-conditions: The player keep playing until the minimum limit is reached.

Data required: Player name, initial balance, limit and bet amount.

**T004: Game odds ratio**

Description: Test the odds ratio of each game.

Pre-conditions: The program simulate the rolling of the dices. A player name, initial balance and limit is set in the program.

Post-conditions: Odds ratio should approximately equal to 0.42.

Data required: Player name, initial balance, limit and bet amount.