**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.

**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 player keep playing until the minimum limit is reached.

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

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.