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| Hypothesis 1: | A winning game increase matches counter in Game class. |
| Test: | Test the match counter so the game will pay according to the pick vs match. Breakpoint in line 43 of Game class. |
| Prediction: | The match counter increase according the number of pick and matches |
| Result: | Hypothesis valid. The matches counter increase when the player has a winner pick. |

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| Hypothesis 2 | Test is the Game class is returning the winning balance correctly. |
| Test: | Test the return of the balance from the Game class. |
| Prediction: | The class is returning the correct balance after each game. |
| Result: |  |