Testing of error

Test Name	Game Payout Test
Use Case Tested:	Automate the testing of errors in UAT Test 1
Test Description:	Test whether the player is paid the correct amount The wining amount is correct based on the dice values given below: • 0 crowns – Winnings = -5 • 1 crown – Winnings = 5 • 2 crowns – Winnings = 10 • 3 crowns – Winnings = 15
Pre-conditions	Single player "Fred" created, balance = 100, bet = 5 Each run to use a single value "CROWN" as the player's pick. Run game for 4 given combination of dice values.
Post-conditions	n/a

Result: The below screenshot shows there is a failure on matches respectively because there is the error in returning the bet amount after winning the match.