| **Test Name** | | | Test player can reach zero balance | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Tests that the player can reach a zero balance before the end of a game. | | | |
| **Pre-conditions** | | | No prerequisites. | | | |
| **Post-conditions** | | | The player was able to reach zero balance. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run Main.java | | | Console opens and the results of 100 games are displayed. |  |  |
|  | Look for the line  “End Game: X Fred now has balance Y” | | | Y = 0 |  |  |

Results:



Obtained: balance 5

Expected: balance 0 Result: FAIL