| **Test Name** | | B1 | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Null | | | |
| **Test Description:** | | Game does not pay out at correct level | | | |
| **Bug Found** | | ‘Balance not increased’ bug arises when player wins the match. | | | |
| **Bug Resolved** | | Bug is resolved by adding lose bet in take bet method. 21 | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
|  | Initialize bet as member | |  | y |  |
|  | Return bet in method takebet | | Return the lose bet | y |  |
|  | Add lose bet returned in method takebet | | Balance will increase | y |  |