

PlayerTest.decreaseMoneyTest

```
graph LR; A[PlayerTest.decreaseMoneyTest] --> B[Player.decreaseMoney]; A --> C[Player.getMoney];
```

The diagram illustrates a test method, `PlayerTest.decreaseMoneyTest`, which is represented by a gray rectangular box on the left. From the right side of this box, two blue arrows point to two separate white rectangular boxes on the right. The top arrow points to a box containing the text `Player.decreaseMoney`, and the bottom arrow points to a box containing the text `Player.getMoney`. All boxes have a black border, and the entire diagram is set against a plain white background.

Player.decreaseMoney

Player.getMoney