­The following project focuses on your skills with methods and classes from Chapters 1 - 9. Please read the instructions carefully before you begin. Remember to save your work often.

Problem #2:

**Project Specifications: Create a coin tossing game.**

Game Rules:

* The game can be played solo or with up to 5 players
* Each player is identified by their name
* Each player’s beginning balance is zero
* Each player will toss four coins, one of each penny, nickel, dime, and quarter in succession (i.e. Joe’s first toss (all 4 coins), Jane’s first toss, Joe’s second toss, Jane’s second toss, etc.)
* If the coin lands heads-up the value of the coin is added to the user’s balance. If the coin lands tails-up nothing is added to the balance
  + For example, if the user toss resulted in a tails-up penny, heads-up nickel, tails-up dime and heads-up quarter $0.30 is added to the player’s balance
* A player can no longer toss coins once their balance exceeds a dollar
* The program terminates
  + once any player reaches a dollar
* The game will repeat until the user(s) is(are) tired of playing

**All Project Requirements:**

1. The program will contain at least 2 classes.
2. The Project is named in the following manner Team Name Project #2. Such as BlueTeamProject2
3. Use Project #2 design template provided in Canvas