Unit Test for solution

```java
import org.junit.jupiter.api.Test;

import static org.junit.jupiter.api.Assertions.*;

public class GameTest {

  @Test

  public void testGameResult_PlayerAWins() {

    Player playerA = new Player("Player A", 50, 5, 10);

    Player playerB = new Player("Player B", 100, 10, 5);

    Game game = new Game(playerA, playerB);

    game.start();

    assertTrue(playerA.getHealth() > 0 && playerB.getHealth() <= 0);

  }

  @Test

  public void testGameResult_PlayerBWins() {

    Player playerA = new Player("Player A", 100, 10, 5);

    Player playerB = new Player("Player B", 50, 5, 10);

    Game game = new Game(playerA, playerB);

    game.start();

    assertTrue(playerB.getHealth() > 0 && playerA.getHealth() <= 0);

  }

  @Test

  public void testPlayerTakeDamage() {

    Player playerA = new Player("Player A", 100, 10, 5);

    playerA.takeDamage(20);
```

```java
        assertEquals(80, playerA.getHealth());

    }

    @Test

    public void testPlayerTakeDamage_HealthCannotBeNegative() {

        Player playerA = new Player("Player A", 100, 10, 5);

        playerA.takeDamage(120);

        assertEquals(0, playerA.getHealth());

    }

}
```