ITC205 Assignment 4

# Github Repository URL

<https://github.com/Piemaster2911/ITC205_Assignment4>

# Bug Report 1

## Description

The bug report describes that the game does not pay out at correct level. “When player wins on 1 match, balance does not increase.”

## Pre-Test Run

Running the Main.java class shows on the very first turn where the player “Fred” plays his turn.

Start Game 0:

Fred starts with balance 100, limit 0

Turn 1: Fred bet 5 on ANCHOR

Rolled ANCHOR, ANCHOR, CLUB

Fred won 10, balance now 105

Here, Fred got two symbols matching, and because it matches the symbol he betted on, he should have won 10. Instead, the amount paid for a case where he won with only one matching symbol was given instead.