BUG02 Debug Log

# Bug:

**Bug 2:** Player cannot reach betting limit:  
Limit set to 0, but game ends with player still with 5 (dollars) remaining.

# Assumptions:

* None

# Changes to Base Code

I have created a substantial refactor to Program.cs on commit:

This is to separate the structure of the 100 game play, the single game play, and a single round. This will allow us to tunnel in and test at each level where we need to.

# Produce UAT Tests for each Bug

Done

# Produce a broad Unit Test for each bug

# See if there are any obvious additional Tests that I can introduce to cover side-effects

# Run look at where the Unit Tests fail and trace that line of code and check object states at those times

# Manually step through the code, the stacktrace, and the object windows to see what is being set and where the bug is occurring

# Write a Unit Test to fix the bug

# Fix the Bug

# Test for Side-Effects

# Additional Discoveries

# UAT Run