Debug Log

## Bug 1:

The reported bug is that balance cannot increase.   
  
The following methods in MainTest.java check the 1to1, 2to1, and 3to1 payouts:

checkGamePaysCorrectWinnings()

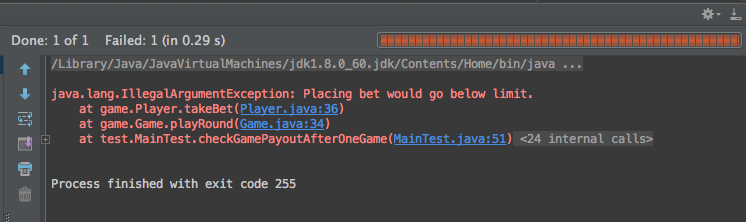
checkPlayerBalanceIncreasesWinning2to1()

checkPlayerBalanceIncreasesWinning3to1()

These methods check the playround, and then get the balance and check it was updated with the correct values.

## Bug 2:

Making a bet of 5 with a a balance of 5, will cause the program to give an exception:



The issue is the operator used in the Player class, checking the amount betted is greater than the limit. It should be greater than or equal to, or the minimum balance will always be 1.