Debugging Log:

Bug 1:

Started tracing application execution searching for invalid state of variables from beginning of main method. Smelly Code tabulated:

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| File | Line | Reason |
| Player.java | 31 | return (balance - amount > limit); Suggests that when the balance – amount is less than but not equal to, the balance exceeds limit. |
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Bug 2:

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| File | Line | Reason |
| Game.java | 40 | Uncertain of why matches +=1; shouldnt it be matches++;? Is there a difference? |
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