Bug 1:

# Game does not pay out at correct level

Specifically if a user wins on 1 match the balance does not increase.

## Log:

1. Find responsible class starting in program.cs
   1. Add “Console.writeline” to see Picked Value
   2. Have noticed Picked value is changing and dice values are not
   3. Realised code is fragmented decided to add comments to better understand programming logic
      1. Found printing dice values to console to early? Will move but will finish commenting to find most suitable place
      2. Found two unused variables have commented out may need later
         1. DiceValue rv = Dice.RandomValue;
         2. Random random = new Random();
      3. Player bet in only set once should be available to be changed every turn? Will move but will finish commenting to find most suitable place
      4. Class Player is created twice? Commenting out first one
   4. Couldn’t finish commenting to many coding errors. Moving most of the setting of variables to within the game loop as they all need to change each game.
   5. commit to github
   6. Starting commenting again
      1. Player limit seems unused when set to 0
   7. Finished commenting program.cs
   8. Adding comments and console.writelines to game.cs
   9. Had to edit dice.roll method as it was not updating dice value list with new value
   10. Now that dice values are updating. The decision logic for winning is broken player is always losing
   11. Number of matches were not being tallied correctly
2. Found BUG 1 in game.cs class game method playRound
   1. Created test to show bug
   2. Added logic to give the player their money back when they won.
   3. Also bad logic when finding number of matches this was fixed and could have been contributing to payout bug.